

# Individual Software Project

The pre-production process

By Ben Thompson

# The Idea... The how? The what and where it came from.

- According to Steve Jobs, the essence of creativity is to make a connection between (sometimes) two unrelated items. Wired Magazine in 1995: “**Creativity is just connecting things.**”
- Big picture thinking vs detail oriented thinking, pop psychology. (non-sense?)

# The Formulae (Love + Hate + Flow = Game)

## Emotional Requirements:

- Player (Love of Stormtroopers)
- Enemies (Hatred of emoticons)
- Snake (Flow Gameplay Component)

Love



Hate



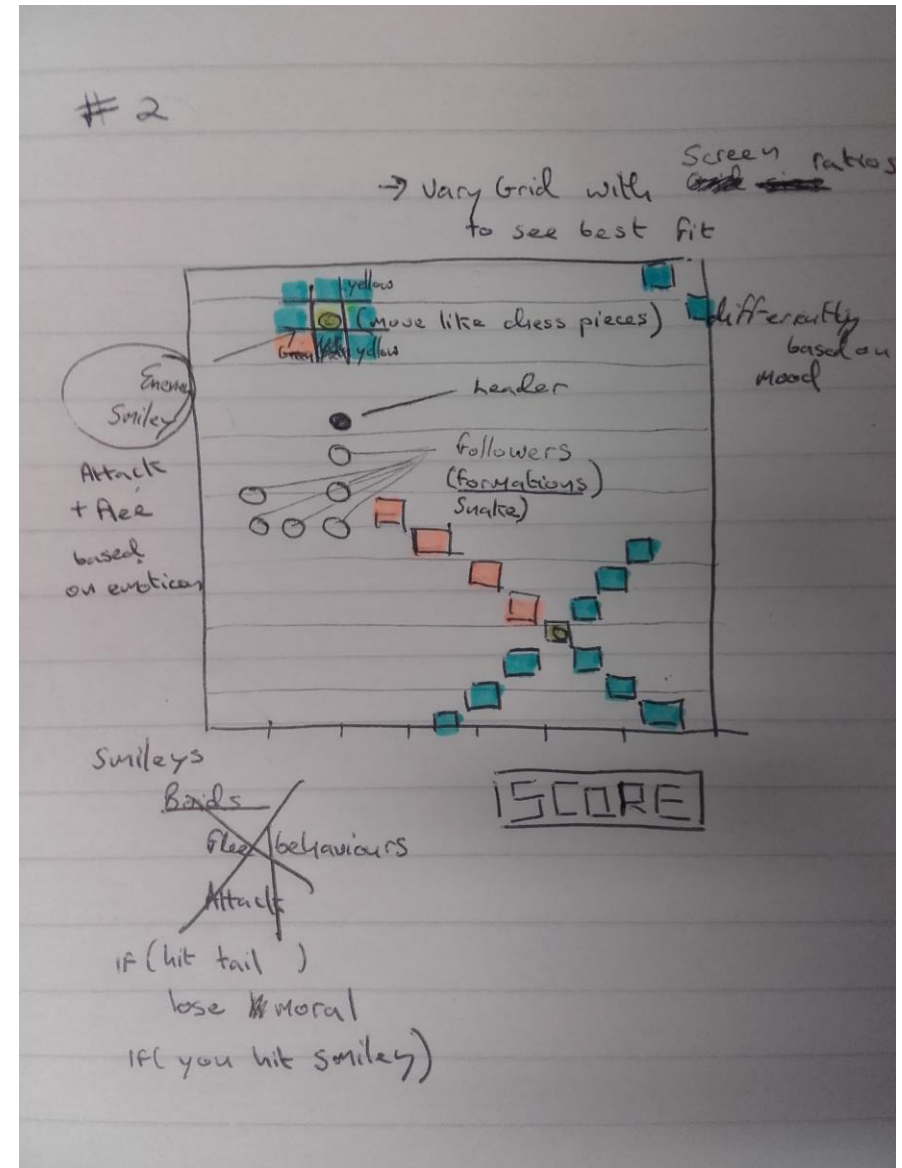
Flow



# The Design

## Paper prototype:

- Grid environment wrap around
- Fixed update across board
- Hitting emoticons and annoying them, change in emotion and movement.
- Score surviving rounds beating smiles and turning them into followers.
- Instead of losing lives lose moral then followers (traitors)



# The Agile methodologies

- Iterative and incremental process
- Divides the process into sprints
- Documentation
- Test driven development process (Unit testing)
- User feedback (should be received weekly)
- Advantages vs Disadvantages from personal experience
- Unique requirements for mobile development given fast changing nature of the environment. See cited paper. States agile methodologies are suitable for mobile development.



# Design patterns for game development

High cohesion and low coupling environment

Avoid God objects

- **Model-View-Controller**

**The models**

- The player
- An wrap around grid
- Enemies

**The controllers**

- The main loop and the input handler
- Controller to process player input

**The views**

- The world renderer – to render the objects onto the screen

- **The State pattern**

Should be used for the transition of states of the enemy smileys.

- **The Strategy pattern**

Another method of object composition used to allow for reusable code for designing enemies.

# Questions



# References

- Designing an agile methodology for mobile software development: A hybrid method engineering approach ,IEEE Computer [Vahid Rahimian Raman Ramsin](#) 2008
- ["What is Agile Software Development?"](#). Agile Alliance. 8 June 2013.