**Instructions**

*Define Problem*

* Read the APP C38-2 project documentation provided

*Create Specifications and Requirements*

* Using the project documentation, review the specifications and requirements.
* Combine the list of three questions that you and your teammate each brought to class into a list of three or more questions you and your teammate have concerning the project requirements.

*Create Design Concepts*

* Determine and document the criteria that will be used to select the best design idea.
* Brainstorm a minimum of five videogame ideas and the features required for the game.
* From the brainstorming ideas, select the best game to meet the design specifications.
* Complete the Project Proposal Form including:
  + The name of the game and a brief description.
  + The basic features of the game. See requirements in APP C38-2.
  + A minimum of five additional features for the game. Note, not all additional features will be selected for you to complete depending on the complexity of your game.

*Design Solution*

* Represent the idea using an algorithm, flowchart, or pseudocode.

*Document*

* Create a document that includes your 3+ questions, selection criteria, 5+ brainstorming ideas and game features, best idea, and representation of the design solution.
* Submit a PDF of the document to Carmen according to the DAL.

**Project Proposal Form**

Morin 10:20

Sean Sullivan, Jackson Corbisello

**Game Console:** Proteus C/C++

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| --- | --- |
| **Game**  (include a brief description) | This game will be a near-replication of Tecmo Bowl. One player gets to battle against 1-2 others as he attempts to score in this recreation of the classic bowl game. |
| **Basic Features** | * Opening screen with three options: starting game, credits, and how-to instructions * Three second countdown before game begins * Player has 3 lives * One offensive player, one defender * Player controlled by four directional arrows at bottom of screen |
| **Additional Features** | * Keeping track of the total points scored * Making it inside endzone = 7 points, inside redzone = 3 points |

**Instructor Approval – Do Not Fill Out**

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| **Approved** | **Modifications Required** |
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