Project Plan

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Introduction

The aim of the project is to create an engaging 2d game,
training both critical thinking and fast reactions,
while shining light on controversial real life problems such as
job market stability, stress and transportation safety.

Objective

The main objective is to create a simple, user-friendly and entertaining
2d game in the span of 4 weeks.

The game will:

- Train reaction time: the player needs to react to fast moving objects
- Train critical thinking: the player need to create strategies to deal with increasing number of objects
- Engage: immersive story and gameplay will engage the player
- Challenge: progressive difficulty will give the player a challenge

Main Question

How to simulate a stressful work environment?

MoSCoW Method

1. Must have:
- Game mechanics:
    - drag and drop
    - moving objects
    - score tracking
    - cross platform

3. Could have:
- path generation
- random events

4. Wont have:
- multiplayer
- leaderboard
- map editor

MoSCoW

2. Should have:
- Menus:
    - start
    - game over

- Audio:
    - sound effects
    - music

- Animations and VFX:
    - explosions

SWOT Analysis

Strengths

- Immersive gameplay
- Visually appealing
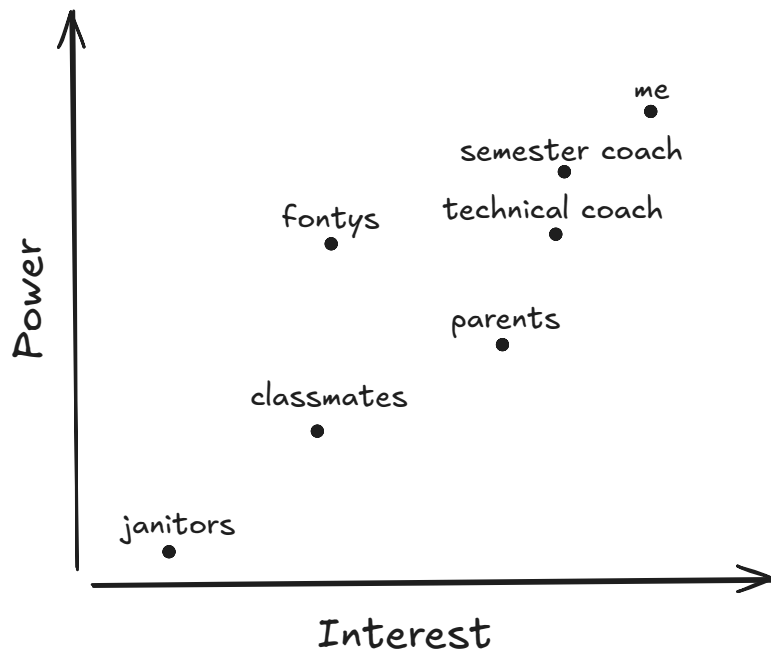- Cross platform

Weaknesses

- No multiplayer

Opportunities

- Add art assets
- Add animations

Threats

- Repetitive gameplay
- Explicit content (drugs, weapons, explosives)

Stakeholders

A power-interest matrix with axes labeled "Power" (vertical) and "Interest" (horizontal), plotting: janitors, classmates, fontys, parents, technical coach, semester coach, me.

Planning

- Week 1: Research game engines, create assets, set up codebase
- Week 2: Design code architecture
- Week 3: Realisation
- Week 4: Validate & Verify: fix bugs, ensure play-ability

Learning Outcomes

- Better research
- Reading documentation
- Building a complete software product.
- Reporting and documentation.

Conclusion

With the designing and development this project, I plan to create a working end product, but also acquire technical knowledge in Lua programming, PICO-8 game engine, UI design and documentation writing, as well as professional skills.