

# PROPOSED TEMPLATE FOR **FINAL REPORT** v12122017

## FOR **(CGD) FYP SEMESTER 2**

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Acknowledgement

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### **CHAPTER 1: INTRODUCTION TO THE STUDY**

- 1.1 Game Concept
- 1.2 Gameplay and Background
- 1.3 Rationale for selection of Game Mechanics
- 1.4 Potential benefits
  - 1.4. 1 Tangible benefits
  - 1.4. 2 Intangible benefits
- 1.5 Target users
- 1.6 Scope and objectives
  - 1.6. 1 Game Genre and Platform
  - 1.6. 2 Game Objectives and Win Conditions
  - 1.6. 3 Deliverables - Functionality of the proposed Game Concept
  - 1.6. 4 Nature of Challenges
- 1.7 Overview of this Investigation report

Briefly describe what the reader will find in each of the chapters - be sure to mention the key points / findings that are there.

## 1.8 Project Plan

Project Plan for FYP Semester 1

## CHAPTER 2: LITERATURE REVIEW

Materials should be from academic publications, journals, conference proceedings and books as far as possible.

2.1: Introduction

2.2: Domain research

2.3: Similar Game/s (**with similar features**)

2.4: Summary

## CHAPTER 3: TECHNICAL RESEARCH

3.1: Game Engine Chosen (**Provide at least two (2) for comparison purpose**) – (Optional)

3.2: Storyline and Characters

3.3: Level Design

3.4: Implementation of AI (Artificial Intelligence) or Path finding (**Provide at least two (2) for comparison purpose**) – (Optional)

3.5: Operating System and Platform

3.6: Save File and Play State Loading

3.7: Web Server chosen (**Optional**)

3.8: Summary

## CHAPTER 4: GAME DEVELOPMENT METHODOLOGY

- Identify the game development methodology you have chosen (Provide at least two (2) for comparison purpose)
- Justify your selection
- Describe the game development methodology
- Give an overview of the framework and/or diagrams associated with the methodology
- Give a brief overview of how this project will proceed  
(Select one right game development methodology)

## CHAPTER 5: RESEARCH METHODS

### 5.1: Introduction

- Explain how your data gathering and analysis will help you with the quality of your
- Project deliverables.
- Focus on methods that are appropriate for the research problem, and why
- You selected the ones you will use.  
(Select at least one (1) right data collection method and explain about it with justification. You may use more than one method.)

### 5.2 Design

- Observation: describe the actions / tasks to be observed and the objective for each item or group of items on the observation checklist.
- Questionnaire, survey, interview, focus groups: describe the questions to be asked
- And their objectives.
- Ensure that questions, checklists, and experiment descriptions pertain to the project – what you intend to do - and are not generic in nature.
- Meet your supervisor along with printed copy of your Ethics form and your Observation checklist / Questionnaire / Interview questions

### 5.2 Summary

## CHAPTER 6: REQUIREMENTS VALIDATION

### 6.1 Analysis of Data

6.1.1 Analysis of data collected through Questionnaire (if you have collected research data using this method)

6.1.2 Analysis of data collected through Interview (if you have collected research data using this method)

6.1.3 Analysis of data collected through Observation (if you have collected research data using this method)

6.1.4 Analysis of data collected through **any other method**

### 6.2 Summary

Relate how the findings of the various research methods applied affected your decision to either retain the requirements or make changes to them. Provide examples from your findings to support your decisions.

## CHAPTER 7: GAME ARCHITECTURE

### 7.1: Introduction

Describe the core features and elements of the game. (**1 ~ 2 pages**)

### 7.2 Game Abstract Architecture

7.2.1: Game design (it should be very detailed) Level Flow chart, Level specifications, pathfinding and/or tile diagrams, game activity-diagram, game sequence diagram)

7.2.2: Database design (**Ignore this section, if your FYP does not require any DBMS**)

7.2.2.1: Entity relationship diagram (ERD)

7.2.2.2: Database table structure

7.2.3. Game Interface design (storyboard) – should be very detailed (use either MS Paint-  
<http://windows.microsoft.com/en-us/windows7/products/features/paint> or Pencil - <http://pencil.evolus.vn/>)

7.2.3.1 Interface for i.e. player selection screen

7.2.3.2 Interface for saving and loading a game state

7.2.3.3. Interface for ....

## CHAPTER 8: PROJECT PLAN

### 8.1 Features

8.1.1 Feature 1.

8.1.2 Feature 2.

8.1.3 Feature .....

### 8.2 Details of the release plan

8.2.1 Version 1.0 of your project title

The version 1.0 of your project will be released in the first week of Aug-2017. That release would have the following functions, which includes ....

8.2.2 Version 2.0 of your project title

The version 2.0 of your project will be released in the 2<sup>nd</sup> week of Aug-2017. That release would have the following functions, which includes ....

### 8.3 Test Plan

Describe your test-driven development strategy

#### 8.3.1 Test plan for unit testing

#### 8.3.2 Test plan for User Acceptance Testing

## CHAPTER 9: IMPLEMENTATION

### 9.1 Screenshots

#### 9.1.1 Screenshots for i.e. Game home screen

##### 9.1.1.1 Description

##### 9.1.1.2 Screenshot

#### 9.1.2 Screenshot for player selection screen

##### 9.1.2.1 Description

##### 9.1.2.2 Screenshot

#### 9.1.3 Screenshot for level design

##### 9.1.3.1 Description

##### 9.1.3.2 Screenshot

#### 9.1.3 Screenshot for ...

##### 9.1.3.1 Description

##### 9.1.3.2 Screenshot

(Should be very detailed. 2 screenshots per page and do it for all important game screens)

## 9.2 Sample codes (at least for 3 programs)

9.2.1 Sample codes written for i.e. game ai and pathfinding

9.2.2 Sample codes written for key game mechanics

9.2.3 Sample codes written for save/load game state

## CHAPTER 10: SYSTEM VALIDATION

10.1: Unit testing (very detailed and do it for all programs)

10.1.1 i.e. game ai and pathfinding

10.1.2 i.e. save/load game state

10.1.3

10.2: User acceptance testing (very detailed and a minimum of 3 right users should have tested your game prototype)

10.3: Summary

## CHAPTER 11: CONCLUSIONS AND REFLECTIONS

11.1: Critical evaluation (it must be very detailed – a minimum of 2 pages)

11.2: Conclusion

What was achieved at the end of the project?

Were you able to do enough investigation / research with regards to what you want to achieve?

Were there any gaps in your research and design – areas where you may want to further explore and improve?

## REFERENCES

This is a reference list, so every source listed here must have a corresponding citation in the body of the report.

## APPENDICES

First 2 pages of turnitin report.

FYP Poster - A3 size (colour)

Log sheets (a minimum of 6 log sheets; 3 for semester 1 and 3 for semester 2)

PPF (Photostat copy)

PSF (Photostat copy)

Ethics form (Photostat copy)

Gantt chart for the whole FYP (detailed)