**Chapter Two: Problem Analysis**

**2.1 Understanding the problem:**

A meeting was held among the group members for the preparation of ‘The other side’ game. The problems that had arisen were:

1. How the layout of the game should be?
2. How were we going to collaborate in the project?
3. How should the score be calculated?
4. How should the game run when the player was in the river?
5. How should we get the graphics for the game?

**2.2 Input Requirements:**

The inputs required were for the movement of the player and to start/restart the game.

1. Left arrow: To move the player in the left direction
2. Right arrow: To move the player in the right direction
3. Up arrow: To move the player forward
4. Down arrow: To move the player backward
5. Space: To restart the game after it is over.
6. Escape: To go back to the main menu after the game is over.

**2.3 Output Requirements:**

According to the input from the player, the player character in the game is updated and shown to the player immediately. Also, the movements of the vehicles in the road and logs in the river are shown to the player so he/she can dodge or jump over. Along with this, the score earned by the player and the lives left are shown in the top section.

**2.4 Processing Requirements:**

In this project, 4 people collaborated together for the completion of the game. The coding is done on 64-bit OS using Visual Studio 2019. Although it was coded in 64-bit, it is built for a 32-bit machine.

**2.5 Technical Feasibility:**

In the context of feasibility, the coding didn’t require much of economic expenditure, including electricity and power consumption and manpower due to simplicity of the game. The game runs in any machine with 32-bit/64-bit windows OS.