Raw notes (first meeting):

* The client, DR Goldrick owns a restaurant and is losing customers to the internet café that is nearby. To combat this, he would like to implement a touchscreen game that customers can play while they are waiting for their food.
* The game must include a high score board, where score will be uploaded and can be sorted different ways such as per day, year etc.
* The game must address a wide audience, keeping it easy to pick up and play while also remaining attractive to experienced players
* The client was thinking of a ‘space invaders’ type game, where the difficulty progresses as you continue.

Business name: Restaurant at the end of the universe  
Client contact: DR Goldrick

Completion date: This project will be carried out in a modular approach; starting on the 17th of May and finishing on the 20th June.

Additional meetings: Meetings are to be planned weekly, discussing any issues that may arise from developing the software.

Key objectives: The owner of the end of the universe wishes to have a tablet-based game that customers can play while they are waiting for their food, drinks etc. This game should attract all audiences, keeping the game is to play while also having a competitive element. The game will get harder as it progresses, having a high score board which can be sorted in different ways.

Marketing objectives and target audience: This game will be marketed for all members of the audience, including people who have never played a game before while keeping a competitive element for the skilled players

Ethical, legal and social issues:

* Offensive nature:

The game will be available for all customers of the restaurant, due to this any element of violence, offensive language, sexual or racist content are not to be included as it would cause a social issue.

* Wide range of players:

Due to the wide range of players we will experience experienced and unexperienced customers who wish to play the game. To accommodate for all skills levels, the game will be easy to learn before slowing progressing into the more challenging difficulty. An instructions page will also be added.

* Customers with visual impairments:

Some customers that have visual impairments will wish to play the game. In order to help their visibility, bright colours will be introduced on collision blocks to make them stand out more.

* Software licencing:

The software that I will be creating for your business needs to be listed under a software licence. The software that I will provide for you falls under the category of a proprietary licence this licence type allows you to use the software, however you are not able to re-sell, alter or recreate. Details of this licence will be further stated within the EULA separate document). This will protect you and myself from being liable from events that may arise.

* Inappropriate names:

When saving your high score within the game the user will be able to pick any name they like. This is an ethical/ social issue as they may use inappropriate names when saving their high score. In order to combat this, I will create a text document full of inappropriate names that the software will check against in order to see whether the name entered by the user is appropriate.

Proposed game name: Racing at the End of the universe!

Purpose and function: Racing at the End of the universe will be a 2d racing game where users will control a car to move left and right using touchscreen buttons. The car will be placed on a continuous road, dodging cars that are coming against it. Each time a car is passed a point will be added to the score, eventually ending when the player hits an oncoming car. These scores will be kept in a high score board, which will be sorted by top 5 overall and daily scores. Racing at the End of the universe will initially start off easy, difficulty will then be increased with more cars and a faster speed.

Format: This game will be programmed in a python, using the Pygame module. Using the modular approach, each sprint will be worked on and uploaded to GitHub. Each of the four sprints will have individual goals, which will be completed and documented before moving to the next.

Design Project plan:

Sprint 1:

* Experimentation of design, what works, what doesn’t ?

Sprint 2:

* Menu screens added
* Basic game development with little graphics
* Playable gameplay
* Any major gameplay clashes documented and resolved

Sprint 3:

* Add progressive difficulty to the game
* Add a score which is updated when a car is passed
* Add a variety of enemy cars with different hit boxes and speed

Sprint 4:

* High score board developed
* Any additional gameplay errors corrected

Sprint 5:

* Graphics introduced for all models
* Cut scene introduction
* Finalisation of any details

**Licence agreement:** Racing to the end of the universe will sold to your business under the proprietary software licence. See the separately attached document for more information on the proprietary licence, Eula and intellectual property.