APP 21-06: ZUUL

Game Brief

PLAYER, addressed in the first person.

PLAYER ATTRIBUTES

* Credits (Scoring system rather than currency)
* Health

COMMANDS

* Movement, executed by the commands Forward, Right, Left and Back.
* Actions, such as Take, Drop, and Examine (this command will print a unique text blurb dependant upon the “object” specified. If no such object is selected, a stock negative report will be returned to the user.)

MAP

* (Minimum) 8 interconnected locations
* You must present a diagram of the in-game map
* My current idea is for a set of locations which would be, in theory, physically assembled as so:

CLEAR OBJECTIVE

* How does the player win the game?
* Without currently fully understanding the systems in place in the App, I would like for it to end when the player performs a specific series of actions. This should, in theory, trigger a number of event flags, the clear condition being achieved when three such triggers have been activated.   
  To avoid an abrupt ending, the player will be notified of their success via system message (print) and instructed to reach and interact with a specified trigger to initiate the victory state.
* Collect 4 keys from 4 rooms. Keys must be used in the right order, or the player will fail.

FAIL STATE

* How does the player initiate a failure state?
* Ensure that there is an easy way to fail, for demonstration purposes.

USE CASE DIAGRAM

* Must be created to demonstrate the basic function of the user’s inputs.
* Illustrates the input structure of the app to prospective users, whilst serving as a proof of concept for the developer.

DEADLINE REMINDER

* Year One marks do not count towards overall grade and are not subject to further moderation before being finalised. Ensure that you attain solid marks that will not be disqualified following this external assessment. Assessment work submitted post-deadline will be capped to 40% of the total grade, 40% being a mere passing mark. Even if this 40% mark is met, it is liable to be adjusted to a mark below this passing line. This is why you must submit your work, what there is of it, prior to this deadline. A low mark of 55% still exceeds the capped mark of 40%.
* 28th of January at 14:00 is the Programming Concept assessment deadline.

ASSESSMENT

* An evaluation must be written as to finalise your assessment. This is to clarify the purpose of your work
* Design document implement test maintain simple programs
* UML class diagrams
* Class diagrams may be assembled in the browser version of Visual Paradigm, if you do not have access to the app.
* Game Map may be assembled in visual paradigm too.
* Make effective use of software development tools when implementing fit-for-purpose solutions. You may do this by using IntelliJ, Visual Paradigm, and GitHub. (L.O.4)
* Employers will expect a portfolio of work maintained on GitHub to be presented upon request.
* Plagiarism is an intolerable offense. If your coding work is conducted independently, you will only rarely fall foul to plagiarism checks, a false positive.
* Any mark less than 40 is not a pass. Failing to attain a passing grade will require you to undergo reassessment during the summer.
* Outstanding work – Linking console application to web page, tabulating results into a pie chart. This is above and beyond what is required of a student, as will be rewarded additional marks. You’ll have to use Google to find out how to do these things, of course. Should’ve just used Google to start with, I’m not learning anything.
* The game in it’s current state is functional, it is up to the student to expand it.

PCM MEETING ON MONDAY (13th of December)