St Brendan’s Sixth Form College.

CompSci NEA Project

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Analysis

Introduction

The project I will be creating is a Python remake of the game “Buckshot Roulette”, also colloquially known as “Buckshot Roulette but Scuffed”.

Description of problem

It will be a free, lightweight rendition of the game “Buckshot Roulette”.

End User Research

* The End Users for this game are:
  + People that don’t really want to buy the game.
  + People who want to test a similar type of game to Buckshot Roulette before committing to buying the official version.
  + People who just like singleplayer games.

6 Measurable Objectives:

1. Live technical stats (mainly for debugging, but also for people who like statistics).
2. High quality menus (such as a main or options / settings menu) and UIs.
3. AI algorithm getting predictions mostly correct.
4. Offline 2 player mode.
5. Customisation (Music / Sounds / Visual Effects).

Design:

Project Design:

A diagram of a game

Description automatically generated

Game Finder

In Game Lobby

Code:

Placeholder

Testing:

Testing:

Placeholder