

COMPUTER PROJECT FILE
SUP-2022

PEnuts
Book Of Specifications
By CAPZ

Alexandre POIRIER-COUTANSAIS
Cloé LACOMBE
Ziane LAYADI
Pierrick MADE

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The Document presentation must meet the following requirement :

1. Have an introduction (1 page minimum) that states the main points of the specifications in order to provide an overview to the jury. It should emphasize the objective of the project and emphasize its ultimate goal.
2. Present the structural aspects developed above¹
3. To be extremely clear, use short and precise sentences
4. Have a conclusion.

¹see computer project file page 5

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Introduction...

1 Type and origin of project

1.1 The Concept of the project

This project will be a game. (one player can see some colors, the other can see other colors and can't see the first one → example ... with a graph)

1.2 Origin of the project

We prefer last year's projects with simple graphics → low assets / but good resolution and fluidity

Preference for simple control (for example portal, where there is only the possibility to move like an human and a button to create a portal) → game based on simple physic change → changing of the time? (not for multi-players) → changing the visions

Multi-player → coop or PvP ? → coop → complementarity ...

1.3 Object of the study

What are the goals and interests of the project ? What can it bring us as a group or individually ?

amusement taffé en groupe / coder en groupe / complexe apprentissage : AI / Unity / imagination objectif /pointa prendre en compte pour jeux interressant resoudre tache complexe en planifiant le projet n'est pas unicumtn pour nous, dnc apprentissage vie reel (vente)

decouverte d'un projet (premier vrai projet)

organisation / merging of code most efficient

1.4 State of the art

infact, jjust say that we took idea from game like portal or things like ...

1. What is the first game of this type ?

2. What are the most famous other game of this type (at least tree of them) ?
3. What are their strengths ?
4. What are their specific features ?

2 Parts of the project

2.1 GAME

maybe a table with the different task here and some % and estimation of time

2.1.1 Graphics

simple but <coherent>choice of the colors (important in fact)

2.1.2 Multiplayer

Communication

2.1.3 MAP

Creation/generation Logic

2.1.4 MENU

access to everything

2.1.5 Players movements

interaction with the map

2.1.6 Players actions

laser for the vision communication laser for enemies ?

2.1.7 enemies ?

AI?

2.1.8 Point of view

Camera

2.2 other thing...

2.2.1 website

2.2.2 Presentations

2.2.3 Merging different

annex, complete table of distribution <time / % ><per person><two-way table : task/member >(two people per tasks the one in charge and his substitute.)

annex, Progression table / work completion per period <two-way table : tasks/presentation >

Conclusion