

Project Idea

1. Introduction to the proposal project

Ever since the earliest computers were built in the 1940s, people have been creating games to play on computers. In 1958, one of the first true video games called "Tennis for Two" was created using an oscilloscope (which is a scientific device with a screen that's normally used to view electrical signals). Special paddle inputs were built to play the game. Then in the 1970s, the development of microprocessor chips allowed computers to become much smaller, less expensive, and easier to manufacture. As a result, coin-operated video arcade games (such as Pong, etc.) were introduced into amusement arcades, restaurants, and other public places quickly becoming a popular form of entertainment. Soon after, the first personal computers (such as Apple II, etc.) and gaming consoles (such as the Atari 2600) became available to consumers, finally bringing video games into people's homes. The gaming industry soon becomes a Golden-Egg Laying Hen. And nowadays, with the development of computer technology, there are many engines that are created to create games such as Unity, Ren'Py, RPG Maker, etc. As for the final year project, the writer chooses to create a simple game with the Unity engine so he can get a high chance to apply to a game development company if the project succeeds.

2. List of users

- Player: Can play the game.
- Developer: Can play the game; Can modify the game.

3. List of possible features & brief description.

a) Features

1.1. The Map

The map of the game is 10 x 7 (or 70 block) just like below:

[illegible]

1.2. The Player

- The player can only move within the map and can move in any block inside the map. However, on some levels, the player cannot access some blocks.
- The player can move in 4 directions: North, South, West, and East.
- The block the player moves to will leave a mark. For each new mark, the player will gain 2 points. The player can also convert the enemy's marked block into their one by moving to those blocks. However, these marks only give the player 1 point.
- The player cannot move to the block that has an enemy.
- The player's starting point is on the far right column of the map. And based on the level, the starting point will be changed from the top block to the lower block.

1.3. Enemy

- Enemy can only move within the map and can move in any block inside the map. However, on some levels, the enemy cannot access some blocks.
- The enemy can travel in 4 directions: North, South, West, and East.
- The block the enemy moves to will leave a mark. For each new mark, the enemy will gain 2 points. The enemy can also convert the enemy's marked block into their one by moving to those blocks. However, these marks only give the enemy 1 point.
- The player cannot move to the block that has the player.
- The player's starting point is on the far right column of the map. And based on the level, the starting point will be changed from the top block to the lower block.

b) Brief description.

- In each map, there will be 2 victory blocks inside columns 5 and/or 6. These blocks cannot be converted and if a player can mark these blocks first, he wins the game. However, if each player captured one victory block, the player that has the highest point after all the blocks are marked is the winner.
- The game will contain 5 levels. The higher the level is, the lesser advantage the player can have (like less traveled block on the side of the player, the victory blocks are close to the enemy).
- The player can see the scores at the top of the screens.