

Technical Scope for 2D Platform Game

Version 1

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# Introduction

This scope document will provide the foundation for what we are going to do, and why we are doing it. It will be used to clarify the project’s objectives and to properly set the expectations on what is and what is *not* included in the new system.

We are creating an adventure survival platform game. To give an idea, it is similar to games like Super Mario Bros. This game is going to consist of an initial login page, stored data specific to the person, and then the game will show after you log in. Each level of the game will progressively get harder consisting of traps to maneuver around. The game will also feature an in game store for skins (player models) which can be obtained with money or coins. Controls will be WASD (SPACE) and maybe an interaction button with the world.

# Opportunity and Vision

## Business Need

This product will fulfill the need for entertainment of the customer. The user will connect to the website, login, and play the game. Our typical user/ target customer will be aged youth to young adult. This user enjoys playing flash games, platform games, and puzzle games. All they need to play this game is a browser and an internet connection.

## Revenue Potential

## There are a few ways this game could be monetizable. Ads could run every so often between attempts to beat the level. Upon completion of the game, we could sell the rights to it to another website that already hosts many popular online games.

## Competitive Analysis

There are thousands of online platform games to compete with, a popular one being Trap Adventure 2, in which this game is inspired by. The game will incorporate a unique theme and storyline that is originally created. Our customer base usually has a preference when it comes to games they spend their time playing, so this game will be captivating in a way that will intrigue platform game players enough to try it out.

# Technical

## Technical Objectives

## This game will be one that engages its target audience and will hopefully become the next big thing. We want this game to be able to run on a website which we can run ads off of and eventually be able sell to other flash player websites.

This will be the groundwork for a sequel game that will pick up where this game ends. We should be able to reuse a lot of the same code as the base game will be the same, and implement/expand on it to make improvements to the second game.

## Operating Environment

## Hardware: This game will operate on a laptop or computer. The devices used to play this cam must be able establish a browser/internet connection to the local host we will use. It will use a keyboard/mouse to control aspects of the game from the user-end.

Software: This game will operate on a local website at first, then will be expanded to work on a live network with databases that will store all of the player credentials and game data, purchasable player skins/maps, etc.

## Development Tools

We will use various development languages such as html, sql, javascript, java, sass, and mysql. Construct is an online tool that will supplement our creation of the video game. We will develop our code in Visual Studio and Eclipse. Github will also be used to store all of our source code.

Update (3/14) : mySQL works best with PHP, therefore we need to use PHP to grab from the database. Eclipse is not as proficient as VSCO because of the possible plugins.

## Assumptions and Dependencies

## If the game is too easy, people will not want to play it because it will not be worthwhile. If the game is too complex or difficult, people will not want to play it (younger ages in particular). We have to find a middleground.

If the game is not appealing or attractive, it may not gain a lot of players and end up failing. Similarly with the player skins, if they are not appealing or too expensive, players may not purchase them. Having too many ads may deter potential players.

# Scope & Limitations

## Scope of Initial Release

Final product will be a playable platform game with functioning login abilities. This game will operate on a local website at first, then will be expanded to work on a live network with databases that will store all of the player credentials and game data, purchasable player skins/maps, etc. There will be 3 levels in this initial release that users can play using their keyboard. This game will serve as fun entertainment for the user.

## Scope of Future Release

Future releases could include an addition of newer harder levels as well as additional skins for the player to choose from or buy. Because our game saves users progress, they won’t have to start fresh at level 1 to play the newer levels, they can just jump back in from where they left off.

## Limitations and Exclusions

The levels will not have a skip function if the player cannot complete the level. Player will have to keep working at completing the level

There will be a limited tutorial so players will get the key controls before the game starts and then have to get a feel for how the game works as they are playing.

Although it is a platform game and it will have pixelated graphics, the player may assume the game will be simple and easy but the levels will prove to be challenging.

There won’t be a mobile version of this game.