BCDE213 Assessment 2 Project Proposal

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## Introduction

For this project I have been tasked with creating a game for my client that both he and his young family member can play. I will used design thinking methodology to create personas of the clients so that I can get an idea of what their needs are and will be able to keep them in mind when I am prototyping. In the process of creating the game I will research the best development tools, programming languages, media manipulation tools for the job and create a range of different documentation to create a portfolio of work like Navigation Maps, Timeline plans and Risk Assessments. With the goal of proving the client with a working game at the end of the timeframe.

## Goal

Build a game in visual basic using gifs to create animation for stick men character using Pivot Studio. Based on gifs I use to make as a kid using Pivot Studio an amination software, of stick figures fighting in crazy action scenes I wanted to use some of those gifs to create a simple game. I was inspired by old flash games I use to play online which were usually stick figures doing crazy things you would play for a few minutes before going on to the next one so I came up with the idea of an pass the bomb game where a bad guy shoots a bomb the good guy catches it so they have to pass it between them until it explodes.

## Target User Personas

My target audience are games who are nostalgic for the old flash games of the mid 2000’s or mobile games of today who want something quick they can jump into play for a little bit them move on. These persons were created by interviewing my client and his nephew the client does not just want the game for himself but to be able to give it to his nephew to occupy him well the client does other things. This created a good basis for the personas and the relationship between he two helped me to flesh the out as I think it would be the kind of relationship that would be common between older and younger games these days.

Nostalgic Gamer

Based on:

My client Ryan (age 25) who helped come up with the idea and requested I create it for him

Goals:

Find a game similar to the ones they use to play online when they were young because they remember those times fondly.

Have a game that can get young people into gaming

Frustrations:

Games these days take up too much time and want you to spend money constantly

It’s hard to find time to get into big modern games when young family members are around wanting to play the game as well.

Motivations:

Find a game that is simple and fun that they can play for a short time and feel satisfied

Get a game that can be given to a young family member on a phone to distract them well he plays other games or does soothing else.

Young Gamer / Mobile Gamer

Based on:

Client’s nephew Devon (age 8) who wants to get into gaming

Goals:

Find a game that is fun that can be played on pc or mobile with short rounds that can be picked up or put down at any time

Frustrations:

Has a short attention span so does not want long games with lots of story and characters

Motivations:

Feel involved when older family members are playing games

Show school friends new game specially made for him

## Objectives

1. Ask people if they want to be my client
2. Work through possible project ideas
3. Narrow down to one idea
4. Decide what I could make the idea in
5. created the problem statement
6. Prototype layout
7. Research text media
8. Test text media
9. Text media write up
10. Research audio media
11. Test audio media
12. Audio media write up
13. Research image media
14. Test image media
15. Image media write up
16. Research video media
17. Test video media
18. Video media write up
19. Research Prototyping
20. Test Prototyping
21. Prototyping write up
22. Research testing
23. Create testing doc
24. Testing write up
25. Prototype system functionality
26. Prototype system layout
27. Test prototypes on uses
28. Build basic layout
29. Add buttons
30. Create gifs
31. Add gifs to form and get them to run on click
32. Create random number generator and win/loss states
33. Create counters for throw, guesses wins and loses
34. Add music
35. Add sound effects
36. Create video tutorial
37. Add video
38. Create unit tests
39. Make sure everything is working correctly
40. Finish off app
41. Test prototypes on uses
42. App functionality testing
43. App usability testing
44. Make changes to app
45. Create final release app exe file
46. Client training and review

## Platform

A Windows app created in visual studio written in programming language Visual Basic at the moment but in future it could be ported into a version that would be able to run on mobile phones written in either C# or Java.

## Media assets

Animation

5 gifs created using Pivot studio that run after certain button clicks depending on the numbers being compared in the background. Left at medium quality as per my findings in assessment 1 as picture quality is not much of an issue when dealing with black and white stick figures so keeping file size down is the most important thing.

Graphical user interface, text, application

Description automatically generated

[Assessment 2\Media Assets\Animation](https://tewaka-my.sharepoint.com/personal/djw0393_arastudent_ac_nz/Documents/Interactive%20Media%20Development/Assessment%202/Media%20Assets/Animation)

Images

6 images that are still frames from the animations created using Pivot studio that are put on the game screen when no gif is playing. Was planning on using high quality JPG images as per my finding in assessment 1 that they were best balance between quality and size but the game create bug when trying to switch from a JPG to a GIF so the images are in GIF format so that the game functions correctly.

Graphical user interface, text, application

Description automatically generated

[Assessment 2\Media Assets\Image](https://tewaka-my.sharepoint.com/personal/djw0393_arastudent_ac_nz/Documents/Interactive%20Media%20Development/Assessment%202/Media%20Assets/Image)

Audio

1 song and 2 sound effects all in wav format as Visual Studio has compatibility issues with mp3 so a medium quality wav was the best choice the files are a bit bigger than mp3 but they are good quality and work correctly with the game. The song is Hot Potato by the Wiggles which plays when on the home page but may be turned off because it gets very annoying, it is replaced with the sound of an air raid siren when the game is playing and an explosion when it ends.

Graphical user interface, application

Description automatically generated

[Assessment 2\Media Assets\Audio](https://tewaka-my.sharepoint.com/personal/djw0393_arastudent_ac_nz/Documents/Interactive%20Media%20Development/Assessment%202/Media%20Assets/Audio)

Video

An mp4 of me playing the game to serve as the tutorial for new players created using PowerPoint to record my screen. Kept at medium default quality so that the file size is kept small but you can still read the text boxes as they pop up with instructions.

Graphical user interface, text, application, email

Description automatically generated

[Assessment 2\Media Assets\Video](https://tewaka-my.sharepoint.com/personal/djw0393_arastudent_ac_nz/Documents/Interactive%20Media%20Development/Assessment%202/Media%20Assets/Video)

## Ethical / Legal Issues and CC Licence

I think CC BY-SA would be the best licence for the game because I think it is in the spirt of the old online flash games to be able to share the game with other people and give them the chance to take it and mod it if they want to. To come up with different version or even sequels that can then be shared online maybe restart the genre of websites full of simple games that you can try out for free.

CC BY-SA: This license allows refusers to distribute, remix, adapt, and build upon the material in any medium or format, so long as attribution is given to the creator. The license allows for commercial use. If you remix, adapt, or build upon the material, you must license the modified material under identical terms.

CC BY-SA includes the following elements:

Credit must be given to the creator

Adaptations must be shared under the same terms

## Time Estimates

Graphical user interface, table

Description automatically generated

[Assessment 2\Timeline](https://tewaka-my.sharepoint.com/personal/djw0393_arastudent_ac_nz/Documents/Interactive%20Media%20Development/Assessment%202/Timeline)

## Navigation Map

Initial

Diagram

Description automatically generated

[Assessment 2\Navigation Map](https://tewaka-my.sharepoint.com/personal/djw0393_arastudent_ac_nz/Documents/Interactive%20Media%20Development/Assessment%202/Navigation%20Map)

## Prototyping

Low

Diagram

Description automatically generated

[Assessment 2\Prototyping\low](https://tewaka-my.sharepoint.com/personal/djw0393_arastudent_ac_nz/Documents/Interactive%20Media%20Development/Assessment%202/Prototyping/Low)

Mid

A picture containing diagram

Description automatically generated



[Assessment 2\Prototyping\mid](https://tewaka-my.sharepoint.com/personal/djw0393_arastudent_ac_nz/Documents/Interactive%20Media%20Development/Assessment%202/Prototyping/Mid)

## Risk Assessment

Table

Description automatically generated

[Assessment 2\Risk Assessment](https://tewaka-my.sharepoint.com/personal/djw0393_arastudent_ac_nz/Documents/Interactive%20Media%20Development/Assessment%202/Risk%20Assessment)

## Testing

Functional

Graphical user interface, text, application, email

Description automatically generated

[Assessment 2\Testing\Functional](https://tewaka-my.sharepoint.com/personal/djw0393_arastudent_ac_nz/Documents/Interactive%20Media%20Development/Assessment%202/Testing/Functional)

Usability

Plan

Graphical user interface, application, table

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated

Results

Graphical user interface, application

Description automatically generated with medium confidence

Graphical user interface, text, application

Description automatically generated

[Assessment 2\Testing\Usability](https://tewaka-my.sharepoint.com/personal/djw0393_arastudent_ac_nz/Documents/Interactive%20Media%20Development/Assessment%202/Testing/Usability)

## Conclusion

The aim of this project is to create a game for my client that fits his needs by utilising research I will do into different development tools, programming languages, design methodology and media manipulation tools. This will help me to create personas of the clients so that I can get an idea of what their needs are and will be able to keep them in mind when I am prototyping and testing with them so that I can iterate until I have a finished product that is coded in visual basic and can be run on any computer.