Lock Bound - PIR

Team 177

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**1 - Project Summary:**

**1.1.** This report is being written with the intent to discuss the “Lock Bound - Web-Based Game” project and the reasoning behind the creation of the project. The following sections of this report will detail the creative team behind the project and the needs, requirements and general criteria laid out for developing and finalising a successful project.

**1.2.** The main criteria of the project is to design and implement a web-based puzzle game that will show off the Edward Clark Collection (see Appendix A) which is held within the University. The collection is a deep history of books, typography and printing and binding techniques found throughout 15th Century Europe. As aforementioned this collection is being held in the Edinburgh Napier University, Merchiston campus.

**1.3.** The project will take place over the next few months, resolving in an early May deadline. This allows our team plenty of time to enact the three main stages of development on the project. It will start with the **design stage**, creating a variety of well formed wireframes and discussing a selection of ideas for any additions, puzzles, and concepts for the website. The **implementation stage** where we will put these designs and concepts into a functional and working website. Finally, the **refining stage** where we will put the site to the test and polish off any kinks in the site.

**1.4.** During the process of creating this project, we will receive feedback at each stage of development from our client, Iain Donald. Additionally, updates will be made once major tasks are completed within any of these three stages.