Project Charter

Team 11

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## **‘A-Maze-Balls’**

## **Problem Statement**

The team seeks to create a physics based multi-platform game where players shoot a ball, similar to billiards, but with varying obstacles that must be navigated and a goal that the ball must reach. This app will appeal to the casual gaming market on mobile app stores.

## **Objectives**

1. Design simple yet elegant gameplay that is fun and also easy for users to pick up, but difficult to master
2. Support a variety of platforms such as web browsers, Android, and iPhone
3. Set up the game mechanics so that the user hits a ball at an angle of their choice and attempts to ricochet the ball through several obstacles to reach the end of the course
4. Implement algorithms to allow realistic collision physics
5. Produce appealing graphics
6. Make the game fun and engaging
7. Develop a database to allow users to track their high score and compete for the top of the high score list against other players
8. Create diverse arenas for gameplay to ensure the game has variety

## **Stakeholders**

Developers: Those who create and maintain the software (Team 11: Austin Wirth, Emma Wynne, Evan Walsh, Harris Christiansen, Miranda Mott)

Users: Those who use the software (Those who will download the app and play the game and those who will test our software for defects)

Customers: Those who commission and pay for the software (The professor, Xiangyu Zhang - not paying for but commissioned the project)

Competitors: Other games that would have similar and competitive features compared to our game

Development Managers: Those who supervise the software development process (The project coordinator, Yuying Wang)

## **Deliverables**

1. Allow users to manipulate a ball through a level into a target goal.
2. Allow users to move to the next level upon completion of the current one
3. Allow users to upload their score to a leader board
4. Written in Javascript/C# for Unity
5. Playable on both web and mobile (iOS and Android)
6. SQL Database for score tracking