Project Definition Document

Cover Sheet

- PaperClip: A Games Collection
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- Course: BSc Computer Science
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- Proposed by: Harry Whitehorn
- Proprietary Interests: N/A
- Word Count: TBD

Proposal

Problem to be solved

The nature of this project takeing the form of a game means that the problem to be solved is that of entertainment or escapism much like any other piece of media. I plan for PaperClip to be a collection of short minigames which would allow for me to work with a variety of different systems and work with different genres and styles.

Project objectives

- Make a fun and easy to use collection of minigames
  - Networking
    - Sever database
      - Accounts
      - Leaderboards
    - Multiplayer
      - Matchmaking
        - ELO
      - Private lobbies
  - User Accounts
    - Profile
    - Friends
    - Accolades
      - High Scores
  - Variety
    - RNG
    - Skill
    - Card
    - Social / Party
  - Bots
    - Difficulty Scaling
  - Style
    - Intuitive

- - - Customizable
    - Constant
  - Audio
    - Music
    - SFX
  - Inclusive
    - QOL
    - Accessible
  - Misc
    - Modular
    - Cross-platform
    - Scalable
    - Lightweight

Beneficiaries

Due to the nature of the form of the project being a game, the primary beneficiaries will be anyone who plays the collection.

Work Plan

The project will be created in the Godot game engine.

Risks

Risks to the project

- Networking

- Deployment

Risks from the project

- Accounts

- Network

- Content rating / safeguarding children

Research Ethics Checklist

See `Ethics_Review_Form.doc`

References