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L3338

Jumper Cube

COCOS CREATOR

jamk.fi

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Contents

1. Introduction

This documentation holds information regarding the game planned to make, to be more exact about its purpose, structure, scope, goals, and desired outcome.

- The basic motive of this project is to learn Cocos creator and make a game which might be sellable on the store later.
- The basic target of this project are people who using Mobile devices.
- The project will deliver prototype of a new game.

2. Objectives

The Objectives of this project is to deilver a quality game for possible users and customers. The secound intention is to get some profit out of this project if its successful.

- Functional Objectives are to have a game which people able to play on their mobile device
- Strategic Objectives are to let people know a new developer who might provide quality software in time.
- Business Objectives are to get some profit out of the project
- Technological Objectives are to master Cocos Creator for further development of games.
- Quality Objectives are to refine the quality of codes.
- Other Objectives are to learn Java script for further usage.

3. Use Cases

Start Menu

Use Case 1: Game on Start

Actor: User

Workflow:

- User starts the application on his Mobile Device
- The application starts up

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Main Menu

Use Case 2: Menu

Actor: User

Workflow:

- User choses the Start option
- The system loads up the first stage.
- The system shows the hints how to play
- The user confirm to start

Alternative Workflow:

- User choses to quiet
- The game stops

Game Level

Use Case 3: Playing the Game

Actor: User

Workflow:

- System Generates the map
- System prepare the stage for play.
- User start playing

Alternative Workflow:

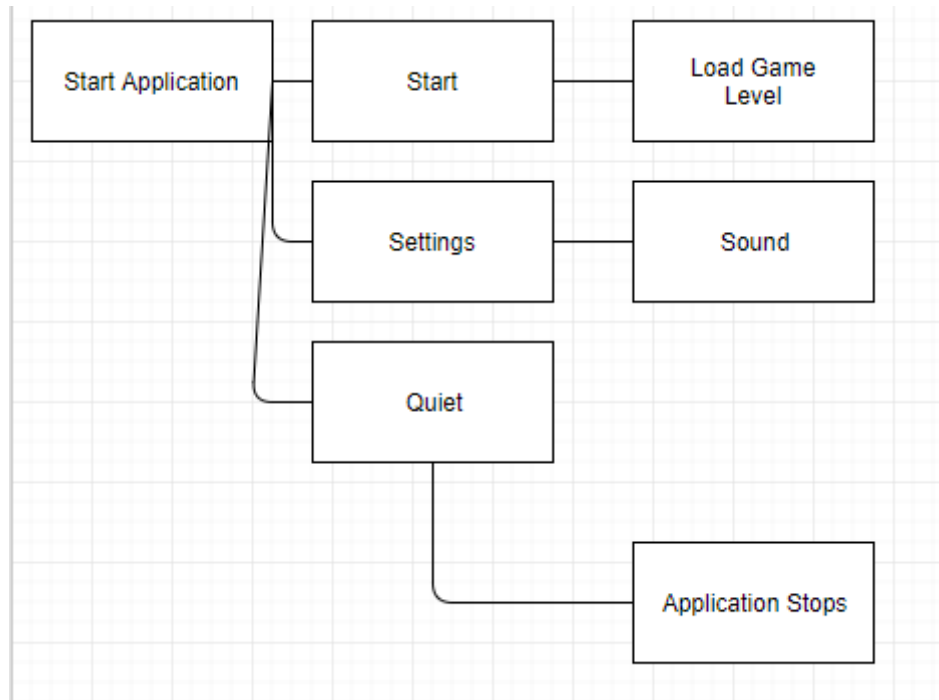- User choses to quiet
- The game stops

Settings Menu

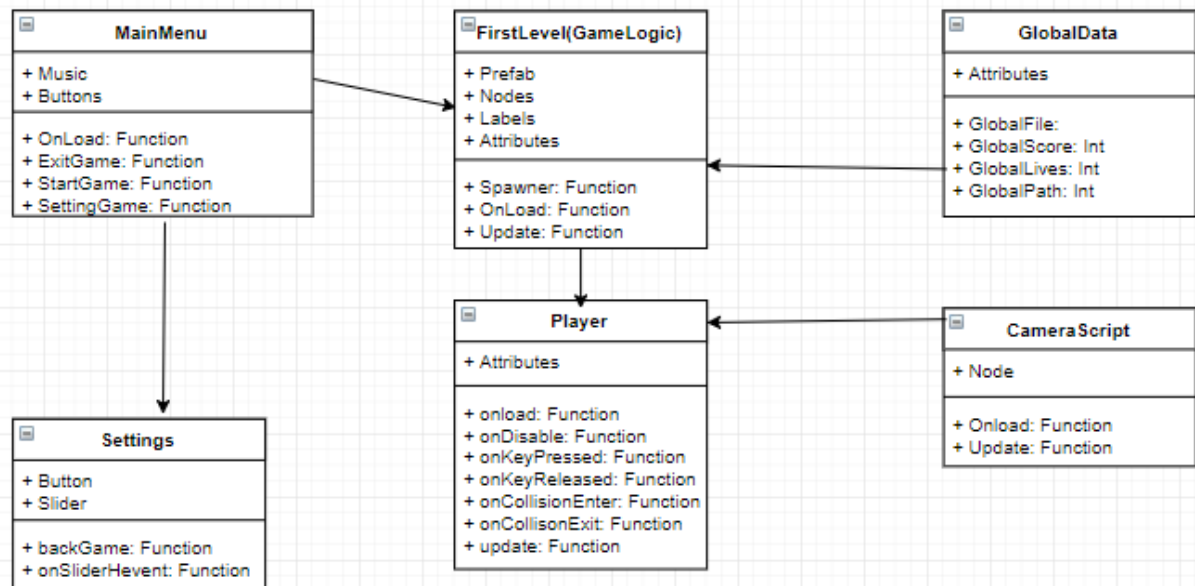**Use Case 4: Option**

Actor: User

Workflow

- User chose the settings option.
- System loads the elements
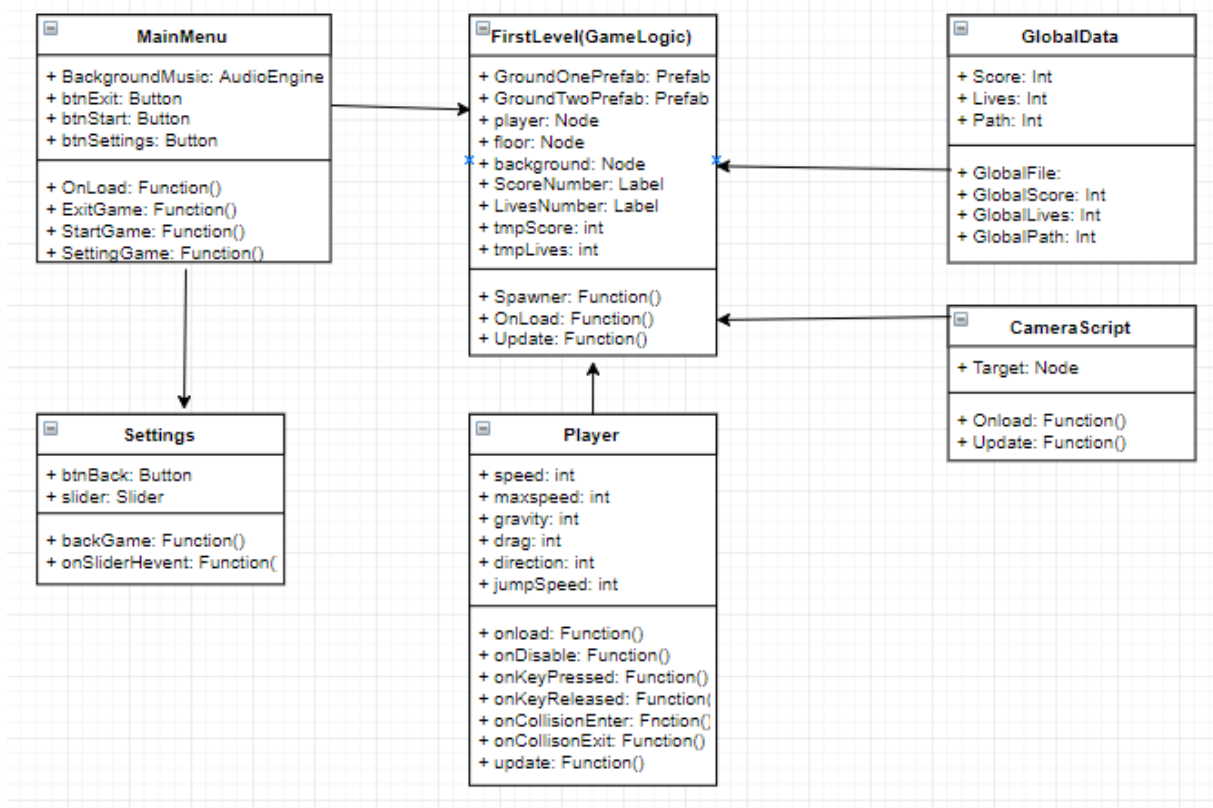- User change the settings.
- User go back to main menu.
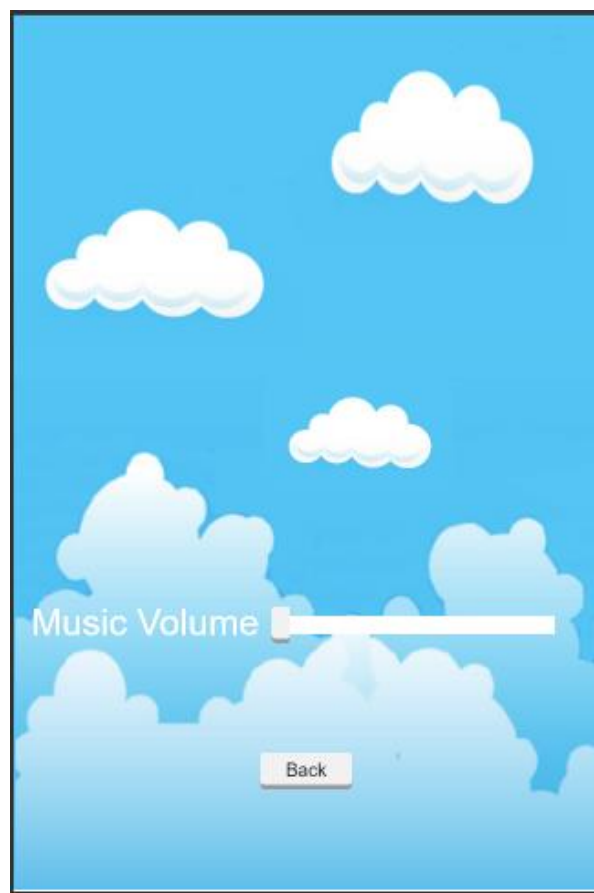
4. Usage Workflow

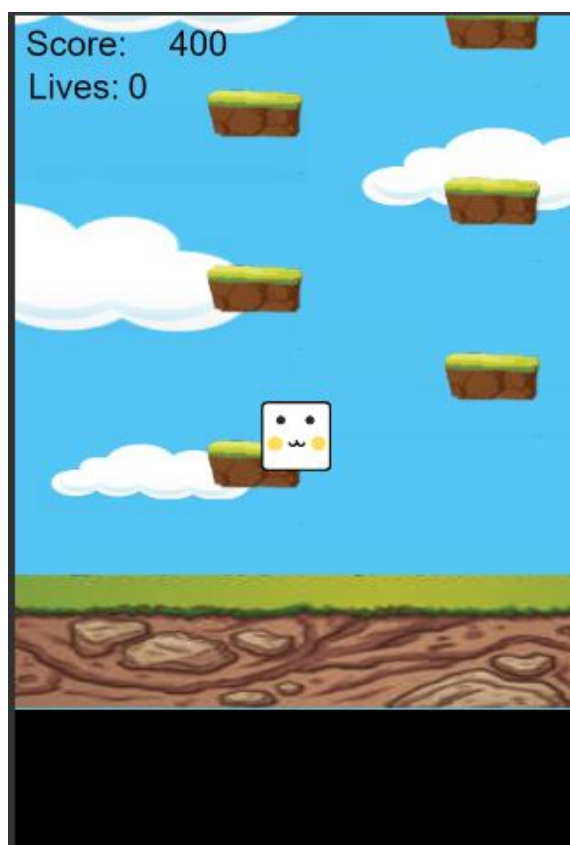## 5. OOP

6. **UML**

7. **Mockup (Screenshots)**
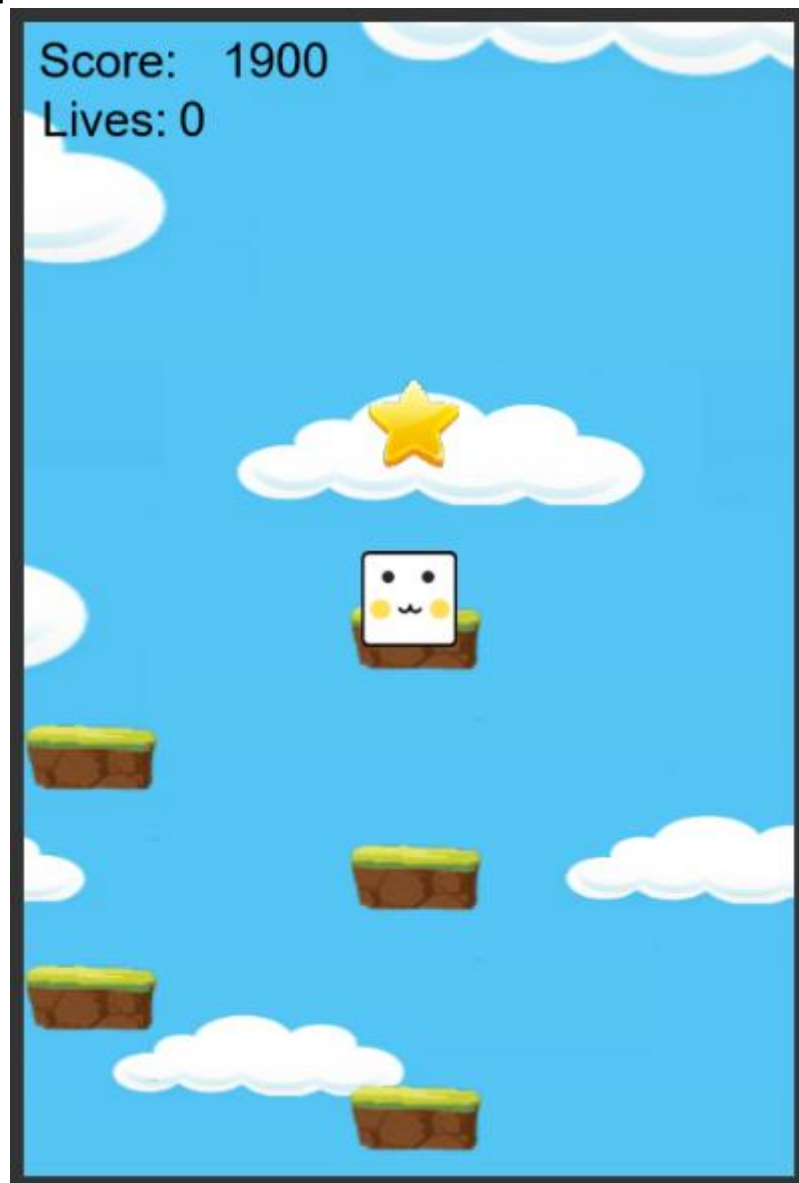   **Main Menu**

Settings

FirstLevel

Before Complete the Game

8. **Database Planning**

JSON

9. **Workloand and time planning**

Workload:

Due to other courses and Workplace in finland workload is High and strict.

Time Planning:

From Week 42 – Week 50:

8 -16 hours a week.

What Happened and Why:

Ran out of time to complete my game. Due to our group got Dismissed so we decided to continue a self project. Also had to learn Java Script or at least get to know the basic rules and get a hang of it.

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Self Assesment:

I could be able to do a lot higher quality of work if i would know the Java Script language, considering this i see myself around 3 or 4 in terms of grades

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