Plan of Attack  
ISGPKBS

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Introduction

This document is our Plan of Attack for the KBS of the Games Programming minor. In this document we shall mainly describe in which phases we shall create our game and a planning. This planning will contain what will be done when, and by whom.

Phasing

We will divide our project in the following phases:

* Concept phase
* Design phase
* Implementation phase
* Testing phase

# Concept phase

In this phase we will create a game design and a little prototype. The game design will be a document that describes the story of the game, the levels, the enemies and the gadgets/items in the game. We will also create some designs for the characters, items and levels.

# Design phase

In this phase we create the architecture of our game and continue with designing the characters, items and levels in the game. After creating the architecture we will decide what we want to build for our first iteration and this part will be designed in a class diagram.

# Implementation phase

In this phase we will demonstrate an iteration of our game weekly. This will be done by determining what we want to create in the next iteration, create and update the design and implement.

# Testing phase

At the end of our project we will test our game if there are any bugs.

Planning

Concept phase: 01-02-2010 till 05-02-2010  
Design phase: 08-02-2010 till 10-02-2010  
Implementation phase: 11-02-2010 till end  
Test phase: at the end