**COMP 1004**

**COMPUTING PRACTICE**

**2023/2024**

**Making a 2D car game**

**Introduction**

The project plan for the COMP1004 course project is in this paper. A lot of planning goes into this job. Beginning to make a 2D game with HTML, JavaScript, CSS, and JSON, this project wants to give players a simple but fun gaming experience. After the software development lifecycle, the iterative steps of design, coding, and testing will be carefully gone through, using different development methods to make the game better. The report will put light on bigger issues that are related to game development, such as social, legal, and moral issues. System requirements and design will be spelled out in great detail, and sprint plans will show how to implement the system step by step. The project's progress will then be critically assessed. With this project, the goal is to add to the world of gaming by making an easy but interesting 2D experience.

**Software Development Lifecycle**

Software Development Lifecycle is a structured method by which software engineers devise, develop, construct, verify, and maintain software systems in operation. Each step contributes to the successful development and implementation of high-quality software products through its own set of tasks and outputs (Noname Security, n.d.). For my project, I will be using **Waterfall Model**. It’s one of the oldest and most widely used model follows simple and straightforward methodologies, completing one phase before moving on to the next. This model was popular in early game development when requirements were constant. However, requirements change daily, making this model unsuitable. Useful for small game projects (www.studytonight.com, n.d.).

[](https://www.techtarget.com/searchsoftwarequality/definition/waterfall-model#:~:text=The%20waterfall%20model%20uses%20a,be%20revisited%20after%20their%20completion.)

*(SearchSoftwareQuality, n.d.)*

I had to brainstorm and think about the game I want to make. Initially, I was planning to make a Mortal Kombat style game but that will take way too long and too way too much work to actually make one. Finally, I am planning to make a 2D car game.

Sprint plan:

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| --- | --- | --- |
| Number | Date | Plan |
| 1 | 8/11/2023 | Project setup and planning |
| 2 | 22/11/2023 |  |
| 3 | 05/12/2023 |  |
| 4 | 19/12/2023 |  |
| 5 | 06/01/2024 |  |
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Sprint Review:

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**Design Document**

The

**Project Vision**

**Background**

**User stories and Associated Use Case Scenarios**

**Architecture**

**Sitemap**

**References**

Noname Security. (n.d.). What is SDLC (Software Development Lifecycle)? [online] Available at: <https://nonamesecurity.com/learn/what-is-sdlc/> [Accessed 29 Nov. 2023].

[www.studytonight.com](http://www.studytonight.com). (n.d.). *Game Development Lifecycle Models | Studytonight*. [online] Available at: <https://www.studytonight.com/3d-game-engineering-with-unity/game-development-models#:~:text=In%20Game%20development%2C%20the%20typical> [Accessed 30 Nov. 2023].