My project

Slide 1

Welcome to my Computing practice module, in this module I’m tasked to design a SPA (single page application) As I am doing a games development degree, I want to cater towards this, so decided to make a simple text based adventure game as there’s lots of back up and resources to pull inspiration from.

This will help me develop my skills to further my career after this course into what I hope will be the games industry.

Slide 2

My first sprint consisted of working out the overall game design, how it works and what’s going to be involved developing the game. What I need the game to do and what I want the game to do, two very different things.

Slide 3

I decided on using a story line from a novel I wrote called Age, about a man passing through different terrains and landscapes, fighting enemies and completing tasks.

Slide 4

I created a mock up of a possible log in screen, this will only be implemented if I have time

Slide 5

I had thought about a few options, including:

* A health bar, possibly being damaged by enemies and if you fall to 0 hp you die
* Gold, being able to buy items that means you can skip levels or buy equipment to kill enemies
* A time limit, having to complete the level before the time runs down

Would I want this to have buttons you can click giving you limited options, or having a user input actions they could possibly take

Slide 6

Another optional thing, a helpful guide that gives you hints and tips

Slide 7

The game will take you through 5 areas, a plain, a mountain, a swamp, a forest and the final level volcano, you will answer questions to make it through each level, making fast decisions to defend against wolves and other enemies. I will try and complete each level but time may limit if I complete all 5 areas, completing the plains and volcano level will be the minimum required.

Slide 8/9

First level to implement, a very basic level, the start will show you how to play the game then you pass through each room, with a possibility of using a shortcut and if you fail using a detour.

You start with a one question, if you answer correctly you move onto room 2, fail to answer the riddle you move to the mistake room and have to make a detour