**Unimaginable Powers!!!**

* Miles Pennifold
* Jiefeng Zhen

Year 12

Gungahlin College

ACT

A project submitted to

Young ICT Explorers

30 July 2015

Please answer to the best of your abilities all of the below questions?

1. ABSTRACT – *max 150 words*

Provide a short summary telling us about your project and what you hoped to achieve?

In our project we hope to be able to create a game that is both interesting and fun to play. We intend to achieve this by incorporating a multiple of different ideas over a wide genres of games to create a new style of game. Some examples of different genres are RTS (real time strategy), RPG (role playing games), and TD (tower defence). We will take segments of these genres to create an interactive game where the player has to survive multiple waves of enemies while controlling a main hero character in which can be leveled up and replace with new abilities whilst also having to manage recourses to build structures or upgrades to support your character. However this is just the preliminary stage and we will only focus on the basics to begin with and expand on them over time with additional unique features.

2. INTRODUCTION – *max 50 words*

What inspired the idea for your project?

Our team members were learning IT and Physics in the college, we were planning to combine the knowledge and make an educational, but we could not make it a cool and fun game. Therefore we are planning to just make a RPG that is RTS and TD with unique features and trying to create a new style of game.

3. PROBLEM STATEMENT – *max 50 words*

Explain the problem you are trying to solve with your project?

The outcome of our game was to create an enjoyable experience for the player which will also require them to think about what they are doing and therefore gives the player the feeling of having intellectually achieved something much like other RTS and TD games.

* Design and Features – *max 75 words*  
  tell us about the design and some of the features of your project?

The design of the game will be that of a top down strategy role playing game that will involve some tower defense elements. For now we have decided the game is going to be a survival game however this might become level based later on in the future depending on how we see the production of the game goes.

* Challenges Designing and Building this Project *– max 75 words*  
  what challenges did you have when designing and building your project?

The challenges that we will face are the efficiency of the game, interaction of the hero and monsters and time. Those are the basic considerations for the game, however the way of making players to be interested in our game would be the most difficult problem. The problem would require a lot of surveys from varied of players and a lot of time to edit the game and we will need to think of cool effects that will make players feeling joy of achievements, victories and being challenged and etc.

4. CONCLUSION – *max 50 words*

Will your project do what you set out to achieve?

Yes, it will, because from our experience we are able to complete the prototype of the project in time. We have our plan structured for the basic elements to complete, we have experience doing them last year, so it would not have big problem of achieving those.

5. TECHNOLOGIES USED

List the programs and technologies used?

The library that we might going to use is Pygame and sprite pictures.