Comp 1004 - 25/10/23

Ideas

* Pixelart early Zelda style RPG
  + Hard to achieve within the required language (however does make it more impressive if done properly)
  + Considerable amount of development time would go towards game requirements which would not get marked (Asset design, gameplay loop etc.)
  + Video games are something I both enjoy and have previous experience developing
* Text-based adventure game
  + Experience gained from developing this project would not be particularly useful in areas outside of game devolvement. (With the except of the interactable text-based GUI)
  + Fairly basic, hard to achieve high marks
  + Quite easy to achieve within this median
  + A type of video game - something I enjoy and have previous experience developing
* Website GUI to interact with a database
  + Not much previous experience with databases or website GUIs
  + Very typical type of project, therefore unlikely to be the only student doing it
  + Median is better suited to this type of project
  + Would impose problems very common in lots of areas of computer science - good experience
* Login System
  + Median is well suited to this type of project
  + Can be used in conjunction with another idea (e.g. database system that only grates access to logged in accounts)
  + More functionality could be added if time allows, e.g. Different types of accounts with different access levels

Chosen Idea

8-bit Pixelart Video game based off of early Zelda-style RPGs.

*(With potential with add a login system to access different in-game accounts if time allows)*

User Stories

As a player I want the website to be slick and unobtrusive, allowing me to quickly access the game.