

2022

Software Design



Its Okay To Dream

The Big 5.

9/20/2022

1. Vision, Scope And Goal of Project
2. Team/participations/contributions
3. Key Requirements Summary
4. Concept Summary
5. Target audience/market analysis
6. Game Setting/Story
7. Gameplay System
8. Art Design (visual and audio)
9. Detail of the Technical Design

9.1 Requirements Analysis

9.1.1 Technical Hardware

This game is primarily played on an android smartphone. There are two main hardware components this game includes, CPU and GPU. These two are essential in keeping the game run smooth. As our game is an open world game a mid range CPU and GPU would be needed. However in the future if this game was to become a multiplayer game with various different servers it would require a higher CPU, but that is for the future. This above line means when we decided that the game should also be playable on a PC And Console and Iphone.

9.1.2 Technical software

The main software for this game creation is Android Studio. Android Studio is great software for beginners to use and is free. It has a great range of features. We also have the option to use either Kotlin or java coding.

9.1.3 System Intelligence

This game uses AI intelligence. This AI intelligence is not that one that is more advanced which is used by the other games that are made by big companies like RockStar Games, it will just have an AI that will just check who is the winner between the two users, and sometime it will be able to play against the user if the user is a loner person.

9.1.4 Data Management/Support

The game has an option to save any current changes within the game so when the player returns they can continue from where they left off.

13.2 2D Graphics

We are just creating a 2D game, for now.