SDV602 – Milestone 1

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# Introduction

# Problem Domain description

# Storyboards / Screen designs?

## Screen 1

## Screen 2

## Screen 3

# Requirements

## System Requirements

## User Requirements

### *User Stories*

### *Storyboards*

# UML

## Events Table

## Use case diagram

## Use case descriptions

## Activity diagrams

## CRC Cards

## Domain Class Diagram

## Design Class Diagram

# Screen Designs

# Conclusion

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Introduction

The unity game engine was first released in June 2005 at apples Worldwide Developers Conference as a Mac OS

Game Description

Fundamental Storyline

First off, I want to make it clear, that I am not an author or writer of any great distinction.

The game that I am intending to develop will be a puzzle game of sorts. The player would have to solve a series of puzzles that lead them through a linear set of rooms. Each one would have only one way to solve it. There would be interactable elements in each room that would have some way of helping the player solve the puzzle.

I am not really a story writer so I am unsure as to how I will start the game. I guess that I will just somehow start the player in the room as if they just woke up. They would have to interact with the room elements. For example, the first room might have a key on a dresser that the player needs to pick up. For the first milestone using text-based input that would look something typing “pick up key” into the console. The player would then be able to type something like “display inventory” and their inventory contents would be displayed to the console. They could then type “unlock door with key” or “use key on locked door” and the door would be unlocked. Typing “open door” would then change the scenes and the character would be in a new room. From this new room they would have to figure out where to go next. The first few rooms would introduce the concepts of the game. Progressively the game would get harder.

To help the player and to make the game multiplayer, in each room the players would be able to chat with other players are also in that room through a chat. This would allow them to collaborate and to try and solve the problem together with other players. When the player left the room, they would see only the chat messages of the new room and not the previous one.

There would also be introduced concepts possibly through notes that might be written down that the players could read describing the room or game mechanics. If the player got truly stuck, they could simply type “help” to receive a set of instructions on how to help them through the game. There could be another command like “help –a” to get a full set of instructions as to how to finish the game if they were to get stuck.

Storyboards

Splash Screen

Gameplay – In room

Game Over Screen

Interactive Screen designs (3)

Input

Output

Navigation to other screens

History of the Unity Platform

Heritage and Philosophy

Originally developed in 2005, Unity made its big splash to the world in 2006 where at Apple’s 2006 Worldwide Developer’s Conference it won the runner up prize for Best Use of Mac OS X Graphics (source: <https://arstechnica.com/gadgets/2006/08/4937/>). The game engine could do basic graphical editing, apply physics to assets and integration with code for some game mechanics that where coded for iPhone.

As the market for both portable devices and games on those portable devices became more and more popular, both Unity and Apple were perfectly positioned to grab a large portion of the market share of game devleopment for the iPhone.

Unity as a company where driven by a very clear mission: Democratize Game Development. Believing that if more people had access to the tools to make games they would. It should not only be the large game development companies that should make games, but

Currently, Unity is available across a wide variety of platforms, including

* Android
* iOS
* Mac OS X
* PlayStation 3
* PlayStation 4
* Windows
* Xbox 360
* Xbox One

(source: <https://www.polygon.com/2014/10/22/7039683/electronic-arts-john-riccitiello-unity-ceo>)

This allows developers an appeling product, as they need only create the main assets in unity and export them to different platorms.

The development platform

Characteristics

Strengths

Weaknesses

# References