MART 441 Final Project Document

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1. World population game
2. Game
3. I’ll make a game with some sort of objects, likely spheres, that will bounce around the screen. There will be roughly 20, and they will represent the largets countries (by landmass) in the world. They will all be a size proportionate to the country’s landmass they represent. There will be a timer running. When a player clicks on a ball, they will be asked to identify the country from a list of 20. If they get it right, the ball will disappear and the game will continue. The game ends when all the balls have disappeared and a players score will be based on number of guesses and the time it took to finish game.
4. I’ll certainly need Javascript and Jquery. I don’t know much about HTML5 and Babylon etc…, but I will need something that animates the balls and does collisoin detection etc.
5. I’ll create all the images and if I can’t find a JSON file with the data I need I will just create it and upload it to a github page.
6. See answer to #5.
7. Timeline
   1. Week 1.
      1. Create/find data file.
      2. Build basic directory with HTML, CSS, JS etc. files.
      3. Build basic HTML file. Create spheres and do basic styling
   2. Week 2.
      1. Work out how to create and size spheres based on data.
      2. Basic animation of spheres with collision detection.
   3. Week 3.
      1. Build scoring system.
      2. Build click event that will stop action and ask question – then based on answer either make the ball disappear or keep it and start spheres moving again.
   4. Week 4.
      1. Debug and make styling improvements.