

Project for Final Year Supervision

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Project Name
The effects of simplifying first-person shooter controls
Project Description:
<p>First-Person Shooters (FPS) typically have a lot of controls to cover movement and other actions. This is a potential barrier to new players. The project will investigate the consequences of simplifying the controls.</p> <p>This project will involve the following:</p> <p>Research the evolution of FPS controls. Also research how other genres have simplified the controls to modify the gameplay (e.g. Platform games becoming endless runners).</p> <p>Create two version of a First-Person Shooter. The first version should have controls typical of current FPS games. The second should simplify the controls as much as possible by removing, combining or automating various inputs.</p> <p>Perform user testing to investigate the effects on interest of the two version for three groups: 1. FPS players. 2. People who play games, but not FPS. 3. Non-gamers.</p>
Are there any prerequisite skills / courses?
No
Which degree program is this aimed at? (It can be more than 1)
Games Computing
Number of students you wish to undertake this project
Open