

AGILE LAB GAME DEVELOPMENT PROJECT

Department of Computer Science and Engineering

3rd Year B.Tech

Problem Statement:

Following the practices involved in the simulation of the agile methodology in the initial labs, you are required to create a game. This game is about balancing the Actor inside a plastic bubble and then cross an infinite river. The actor can lean to the left, right and front (but not back) inside the bubble. If while floating the actor hits any obstacle, game will be over. It is an infinite 3-D runner game (*For example Subway Surfer*).

Aim:

The main goal is to reach the maximum distance while balancing inside the bubble without hitting any object.

Requirement:

The game should include following features:

1. It should be a desktop game.
2. User should be able to balance Actor with the help of arrow keys.
3. Scores should be displayed on the screen.
4. User should be able to pause the game whenever he wants and resume again from where he left the game.
5. Keep the list of Top-10 scores.
6. If the player remains stationary for 30 seconds then bubble gets absorbed inside the water.

Technical Specification:

The game should be playable on Windows OS.

Note:

After each sprint customer may change the requirement.