Rationale – Competitive multiplayer video game for the blind written in Java. Game title: NightFall

My project is to create a first person shooter video game in the style of *Doom* for the blind. The program will be written in the coding language Java, and will be single player and eventually competitive multiplayer. I have chosen this project because coding and video game design is something I am incredibly interested in and could potentially be a future career. I have lots of background knowledge to coding from my Computing lessons, albeit in a different language, which I believe has taught me good practices about coding and logical thinking. This project should teach me many skills such as:

* Many different aspects of Java including:
  + using graphics
  + basic and advanced sound
  + internet/lan connections.
* Potentially be recording some of my own game sounds.
* Advanced computer logic and bug testing.
* Building an entire program from the ground up, starting with design and then creating a finished product.

These skills learnt will be incredibly useful for me in a career of computer programming.

To successfully create this game, I will use a variety of sources. This will include guide books for an introduction to Java, online tutorials, interviews with people with an advanced knowledge of programming and/or have already created games and hopefully an interview or communication with some blind people. This will give me knowledge of how to construct the game and what my target audience requires. However, a lot of coding and creating games is self taught, especially when there are little examples in the case of audio games.

The finished product will be in the form of a stand-alone file which should contain everything necessary to run the game. It should open up an entire new avenue of recreation for the visually impaired as well as an innovative way of gaming for the sighted.