

**Speedku**

**Project Game Concept**

**CW\_KCCGD\_B**

**Year 4**

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**Project: 6**

**Title: IPad Game 1**

**Overview**

Speedoku is new take on the popular puzzle game Sudoku. It incorporates new aspects to the original game which gives it a fresh and exciting new feel. The player is timed throughout each puzzle and rewarded for rapid completion of the puzzle, earning points multipliers for correctly inserting the right numbers within a certain time limit.

Another feature which makes the game much more enjoyable, and also adds a social element is the multiplayer mode. Players will be pitched against each other live battling their wits to see who can complete the puzzle before their opponent.

**Optional extra game mode**

An extra game mode, possibly expert level/difficulty, where players receive penalties for failing to insert a correct number after a certain timeframe. Random numbers will start to disappear from the already entered numbers on the grid, adding extra pressure to the player and making the puzzle even more difficult to complete.

This game mode will be targeted for the more advanced puzzlers, and will only be unlocked after completing all other difficulties of Sudoku.

NOTE: This game mode will be only implemented if I successfully complete the rest of the game to the desired level.

**-What is the game genre and setting?**

The genre of the game is a puzzle game.

**-What does the player control?**

The player controls the placement of numbers on the puzzle grid.

**-What is the player supposed to achieve in the game world?**

In single player mode the object of the game is to complete the Sudoku in as quick a time as possible. A higher score will be awarded for completing the puzzle without making any mistakes.

In multiplayer mode, the player will be pitched against an opponent in the same difficulty mode as they chose. The object of the game here is to complete the Sudoku before your opponent completes theirs ( both players will be issued the same puzzle).

**-What input device(s) will be used?**

The input will be controlled using the touch screen capabilities of the Ipad.

**-How does it meet the requirements of this year’s project?**

I will implement all required technologies, as well as a number of extra ones to incorporate the multiplayer aspect of the game.

**-What platform would you like to develop it on?**

It will be developed in Visual Studio using the Marmalade SDK and targeted for the Ipad (ios).

**-What tools/engines/libraries/APIs etc. do you plan to use?**

* Visual Studio
* Marmalade SDK
* SQL
* PHP
* Node.js (?)
* Socket.io (?)
* C++

**-What would you like to learn by doing this project?**

I want to further my experience using the Marmalade SDK and developing for IOS devices.

I also want to gain a further understanding of the capabilities of Node.js and Socket.io, this is the reason I am including a multiplayer mode into the game.