Problem Statement

Cole Blanchard, Ratna Emani, Akshay Mantha

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Revision History

Developer	Date	Change	Revision Number
Ratna Emani	December 5 2015	EDIT: What is the context of the problem you are solving?, Software Environment	4
Cole Blanchard	September 30 2015	What is the context of the problem you are solving?	3
Ratna Emani	September 30 2015	Why is this an important problem?, Formatting	2
Akshay Mantha	September 30 2015	What Problem are you trying to solve?	1

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1 What Problem are you trying to solve?

When playing games, the gamer can often come across various glitches, i.e. a lag in the game, that hamper the gaming experience. The project we have chosen is a game called Zop. Zop is along the lines of Candy Crush Saga and Bejeweled, wherein the player has to connect squares of like colour either vertically and/or horizontally, but not diagonally. Zop, like so many other games, has a few glitches. The primary glitch is that the squares, at times, do not stack up properly. Another glitch is when the game window is resized, the game becomes unresponsive.

2 Why is this an important problem?

Puzzle games are liked by children and adults equally. Children at young ages use puzzles to develop their cognitive and emotional skills. Puzzles make players think and develop patience. Many adults who have a busy daily routine, look for stress relievers such as puzzle games. As developers, it is imperative for us to make sure the program is bug-free when complied. However, it is also our responsibility to improve the modularity of the program. By using modularization, the application developers can increase maintainability and reusability of the program as a whole.

3 What is the context of the problem you are solving?

~~The scope of the problem is directed toward anyone who is looking to pick up a quick, easy-to-understand game in their spare time.~~ The scope of the problem, changed during the duration of this project. Rather than creating a simple replica of the original work, the group decided to retrace the steps with extensive detail. Expanding the scope from simply casual gamers to start-up game developers, who are interested working in Python. The final product will be very similar to the original product, however, the final product will have some major issues addressed and an improved user experience. The stakeholders of the project mainly include the group members, group supervisors, and the original creator of Zop. As this project is treated as an academic exercise, we hope to get an invaluable experience in managing a small project as well as improving our knowledge of Git and LaTeX.

4 Software Environment

The application can be run on any operating system (Windows, Mac OS, Linux). It requires Python 2.7 (32-bit) and Pygame 1.9.1. The game can be accessed by running the newGUI.py.