OCR GCE A

COMPUTER SCIENCE PROJECT

H446-03

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Title of Project : <INSERT PROJECT TITLE>

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# A. Analysis

## Outline

There is great academic pressure on students to perform to the best of their ability. To achieve this, students must study for longer, increasing stress levels and generating concern about whether time is being used effectively. There is a subsequent reduction in time spent on activities that don’t tangibly benefit academic performance like gaming and other recreation. This has an adverse effect on mental health as it sets up a poor work life-balance and means there is no opportunity to de-stress, creating an unstainable feedback loop which will hinder long term attainment.

To rectify this, I shall develop a game which 2d top-down tile game that heavily focusses on puzzle solving and systematic thinking. This will allow students to practice their problem solving and logical reasoning skills in a relaxed, enjoyable, and interactive game environment. This allows them to decompress, improving work-life balance due to a more sustainable method of practicing cognitive skills than studying. To successfully develop this solution, I will draw inspiration from other puzzle solving games such as Retro classics like Tetris(1984) and more modern examples like Portal(2007) and Hue(2016). This will allow me to evaluate existing solutions within this genre and which features are needed to ensure the game holds up to the stakeholders’ expectations and meets their needs.

## Stakeholders

The target demographic of the game will be students in the age range of 12 to 20 who as well as those who enjoy regular problem solving and logical thinking. This demographic covers a wide range of abilities; therefore, the game must have an array of tiered difficulty levels to ease beginners into the game while allowing advanced players to still enjoy it.

It is designed to be played after a study session to unwind, so the user will likely have a computer available, on which they play the game. This means the game doesn’t need to be portable, so will be controlled by mouse and keyboard. As the game will be used to unwind and relax, it will have a simple, easy to understand control scheme; this will make it easier to learn and less taxing to use. To ensure that it is accessible to as many as possible, there will be very minimal text, having a symbol focused UI to overcome language barriers. The colour pallet of the game will use colours which are not too bright and have minimal blue; this will ensure it is pleasant on the eyes and not alarming, allowing the user to relax

## Why this Solution is Suited to a Computation Solution

## Research

### Interview

## Success Criteria

# B. Design

<See H446-03 Project Advice Booklet for help and guidance of what must go here.>

## Systems diagram

# C. Developing the coded solution (“The development story”)

<See H446-03 Project Advice Booklet for help and guidance of what must go here.>

# D. Evaluation

<See H446-03 Project Advice Booklet for help and guidance of what must go here.>

# Project Appendixes

Insert as many project appendixes as you need for your project.

These might include, but are not limited to:

* Complete Code Listing (ESSENTIAL)
* Interview Transcripts
* Meeting notes
* Observation notes or questionnaires