James Rumsey Project Design



Presented by: Shane DOnivan

Project Name: My Test Project

Date: 04-26-2021

JRTI Software Development

# James Rumsey Coding – Student Project

## Description of Project

*It’ll look and feel like an operating system, but it will have games inside of games, and bootleg features from various Operating Systems.*

## Project features

Describe the Features that will be delivered in your project

* A Store that sells Apps, and Games(with DLC)
* Settings with resizable window screen, themes, and sound settings
* Custom Music for each Game/Menu

## Design overview

* I’m going to be using Python to create my game, and here are the modules I’ll be using.

-random, os, sys, math, time, pygame(with subclasses)

## Screen Mockups

## Process flow – if required

Phase 1

-Menu +Game End Animation, Game Screen, Loading Door, Settings Screen with Display, Time

Phase 2

-Shop, Pong, Asteroids, Interactive Trash can, Game List Screen, Settings Personalization Screen, Themes

Phase 3

-Ds Paint, Browser, Breakout, Sounds, Settings Sound Screen, App List Screen, More Themes, Easter Eggs/Story

## Use Cases

* When the player clicks the power button on the PC Tower, it closes the game
* When the player clicks the monitor, it takes them to the game
* (In Pong) When player hits the keys W or S the paddle moves up and down
* Once the player starts the game, music begins playing
* When the player clicks any of the Applications on the screen, they are taken to that respective Window.

## Document History

| Status | Date recorded | Issue / Question | Severity | Impact | Resolution |
| --- | --- | --- | --- | --- | --- |
| Initial | 4/27/21 | Initial Version | Non-Applicable | N/A | N/A |
| Initial Revision | 4/28/21 | Process Flow updated | Medium | High | N/A |
| Revision 2 | 5/3/21 | Took out Pyglet, Array, and Arcade out of the modules I’m using | High | High | Have to redo the entire code for the project |