What is melee

In video games, melee explains all forms of close combat between a player and an opponent. This includes hitting an enemy with a weapon at a close range like a sword or bat.

What is gun/range combat

Range combat is the opposite of a melee combat, this means attacking and striking the opponent or an enemy from a distance. This includes using a gun, bow or any other ranged weapon.

What are health points in a game

In game, the points the player or the opponent/enemy has at their disposal before their character ‘dies’, are called the health points, usually abbreviated to HP.

What is a computer controlled opponent

Computer controlled opponent is, usually abbreviated to CPU, is an opponent or an enemy that is programmed to use in game mechanics to response to the player.

Game menu

Main Menu is a list options given to the user placed at the beginning. The options give user a way to choose to start the game or pick other features made available by the developer. For example, user could choose a game mode in the main menu, or choose to view help menu.

Software development life cycle

Agile

Introduction

This project

Testing

As explained in the project proposal, this project is done by using agile methodologies which means that each function is tested after it has been added. However, when making games, testing games using usual methods can be problematic.

How the game meets the original aims and objectives

To decide whether the game is successful can be very hard because gaming is an art and art can be a very subjective experience. Therefore, the main aim of evaluating this project will be to try and be as objective as possible. It will be evaluated by giving a focus group a number of questions and evaluating their answers. The questions will be written in a way that the answers can be easily cross referenced and the questions should be written with an answer in mind. As said in REFERENCE, it is important to avoid ‘Yes’ or ‘No’ questions as this do not give any depth to the reasoning behind the answer. So, instead of writing questions like “Did you like the game?” it will make more sense to ask, “What did you like about the game the most?” The questions should also be easy to understand, since as explained in REFERENCE, understanding the questions is the first step in answering it – if the question is not understood it cannot be answered, or a different question will be answered.

The group will be around 10 to 15 people and it will be made sure that everyone has played few matches in each game mode. Having a small group of people will ensure that the answers can be individually evaluated. It would also be very hard to find a group of people willing to give almost one hour of their time to play the game and answer a survey. REFERENCE

The answers will be evaluated by going through each answer, cross referencing them, looking for patterns and similarities and by finding how they compare with the aims and objectives of this project. It will be important to be objective and avoid faulty generalization. REFERENCE

<https://smallbusiness.chron.com/evaluate-survey-results-61615.html>

<https://psr.iq.harvard.edu/files/psr/files/CognitiveTesting_0.pdf>

<https://www.surveymonkey.com/mp/how-to-analyze-survey-data/>

<https://books.google.co.uk/books?id=rPJqFmQe0sYC&pg=PA527&dq=evaluating+survey+results&hl=en&sa=X&ved=0ahUKEwiOlbvH7LvkAhWiVBUIHWGrA9UQ6AEIKjAA#v=onepage&q=evaluating%20survey%20results&f=false>