Emma, Becca, Kyrstle, Lia

Ms. Gerstein

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After much though, we decided to do a Guitar Hero type game. Our plan is to have balls falling down the screen. These will represent the notes. At the bottom of the screen, there will be a guitar fret with circles. When the player hits a key as the note is in a certain circle, the player will get 10 points. However, if the key is pressed before the note is in the circle, they will lose 10 points. Also, if they miss the circle and the note goes off the screen, they will lose 20 points. There will be music playing and the notes will be the beat of the song. We want the background to be similar to that of the guitar hero game so it will give the feel of a rock concert. We are going to try to have a few different levels, most likely easy, medium, and hard. With each increasing level, the notes will fall faster.

Our target audience for this game will be teenagers with an interest in music, as well as anyone who enjoys the guitar hero game. Although these are our main targets, we would like to attract as many people as we can. We feel that guitar hero is a common, family fun game that many people will enjoy.

The roles for this project were fairly given out to ensure that the work will be divided evenly and equally. We tried to give out roles based on the skills and strengths of each member. By doing this, we feel we can optimize our chance for success. The roles are as follows:

* Project Manager - Lia
* Code monkey - Emma
* UI / Graphic designers - Becca
* QA bug testers – Kyrstle

Project manager will be in charge of keeping on top of things and all the documentation. Lia will be responsible and conscientious. UI / Graphic designer will design the graphics, instruction, and overall look. Becca will use her good eye for color to place things were they need to be. Code monkey will write code and help figure out how the system will be set up. Emma will be able to complete this with her understanding of programming. QA bug tester test the code and check for bugs. Kyrstle will complete this systematically to ensure our game is the best it could be.