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| [12/5/22]. Alex and Alex |

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| Executive Summary |

# Product Description/Objective

This game is a one of a kind survival game. The objective is to survive as many rounds as possible and take down the enemy balls that follow you while you are not looking. Be careful, because if you aren’t careful you will run out of health.

## Target Audience

The target audience for this game is for men and women aged 12-20 who enjoy passive video games in their free time and are knowledgeable on retro games in general.

## Competition

CoolMathGames.com, Bad Eggs, Tanks, and the other MAGD 150 games being created.

## Risk/Opportunity

1. Risk: Time constraint on finishing
2. Risk: Functionality for other users
3. Risk/Opportunity: Good grade from possibly overachieving
4. Opportunity: Create a fully functionable game that can actually be ran for enjoyment and not a grade
5. Opportunity: Learn about various different complex topics like collision

## Six Most Essential Pieces to this Game (In order)

1. Movement of main character with WASD keys
2. The camera follows the main character
3. The use of mouseClicked to attack enemies
4. The random location spawning of enemies
5. Description text on main screen and end screen
6. The background music used based on mouseClicked and screen showing

## Conclusions

This game will be a top game for this class, and it will outperform expectations because of the detail in the game design.