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I have done some research pertaining to IO games because I believed that they had a different means of creation than standalone games and I believe that I am correct. I have a 2D game development framework that I would like to use for this project, and I think it would be perfect for implementation. I also have been exploring a certain JavaScript library to assist with the creation of a server to hold my game and I believe that this can definitely make the process easier and much more understandable to someone who is foreign to the backend area of a project such as this.

I am going to start with the creation of characters and sprites because that will be the easiest part of this project. As I am doing that I am also going to delve into JavaScript, being the language of choice for this project. Depending on how long it takes to grasp, I am going to try and start server setup and basic game mechanics.

When the user uses the WASD keys they will be able to move across the map, while the mouse will be used as the aiming and attacking mechanism. Clicking will be used for attacking and using weapons. The shift key will be used for grabbing (enemies, weapons, and even the terrain).

Use Cases:

|  |  |
| --- | --- |
| **Name** | Admin User Enters the Website |
| **Descriptions** | User can enter the leaderboard and either remove certain user’s scores or reset the leaderboard entirely |
| **Actors** | User |
| **Organizational Benefits** | Being able to access game and the leaderboard |
| **Frequency of Use** | Quite common |
| **Triggers** | User enters website, |
| **Preconditions** | User has web browser and a stable internet connectivity |
| **Postconditions** | Access to the game, the assets associated with the game, and the leaderboard that corresponds to the game scores |
| **Main Course** |  |
| **Exceptions** | 400 – 500 internal errors  Login Failure |
| **Name** | Regular Commercial User Joins The Game |
| **Descriptions** | User enters the game and enters in a nickname to display their final score on the global leaderboard. There will be no registration |
| **Actors** | User |
| **Organizational Benefits** | Being able to access game |
| **Frequency of Use** | Quite common |
| **Triggers** | User enters website, |
| **Preconditions** | User has web browser and a stable internet connectivity |
| **Postconditions** | Access to the game and the assets associated with the game are loaded |
| **Main Course** |  |
| **Exceptions** | 400 – 500 internal errors  Login Failure |