1.1 Game Architecture

This game design architecture is based in XNA and C# Visual Studio.

1.2 Flowchart

Flowchart: See included picture.

1.3 Software Tools and Game Engine

Software tools and game engines used: XNA, Microsoft C# 2010 Express

1.4 Risks and Contingencies

The risks for this software development are that objects that are implemented may not be functional. Development may want to push itself in developing cool things but miss core gameplay elements. The opposite may be true as well; oftentimes, development may not extend beyond the basic shell of the game, making it playable but boring.

1.5 Artificial Intelligence

The artificial intelligence in this game is almost nonexistent. It uses simple AIs that flow across the screen randomly and sometimes crash into the player.

1.6 Hardware Platform

There will be no issues with running the game on most platforms. The game is so basic that it has no need for rigorous optimization.

1.7 Multiplayer

The game will not be extended to include multiplayer support.

1.8 Graphics

The graphics include sprite-based animations as well as parallaxing backgrounds.