

Simulation and Game Development
Project Option 1

Objectives

- To create a game specification document
- To demonstrate the fundamentals of Game Design
- To demonstrate the use of an input device in addition to a keyboard
- To demonstrate the use of sound
- To demonstrate the use of a game engine framework

You may work in groups of up to 4 people.

Project Description

Create a game that will work on both a Windows platform and on the XBOX 360. This game must include 3D rendering.

The game must be developed using Microsoft XNA. Some of the features in the game must include a configuration screen, help screens, on-screen scoring, ability to Pause and resume, the use of a device other than (and in addition to) the keyboard, and some way of varying the difficulty level (either time-based or explicitly in the configuration - or both).

Upon approval, other platforms may be used in developing the game.

Since this is not a course that focuses on building models, you may use assets (models and backgrounds) that are created by someone else. However, the only way you are allowed to use others' assets is if you gain explicit permission (must be documented) or if the assets are clearly in the public domain. In either case, credit must be given to the appropriate party.

There are four milestones for this project:

1. Specification document
2. Deliverables as determined by group
3. Deliverables as determined by group
4. Final project, including any user documentation, installers, source code and any resources/assets

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The specification document must include a description of the:

1. Concept (1-2 paragraphs)
2. Genre (a statement)
3. Target Audience
4. Setting (a paragraph)
5. Story (a few paragraphs or point-form)
6. Gameplay (a few paragraphs or point-form discussing the controls and actions)
7. Features (a few paragraphs or point-form discussing specific "cool" things the game will incorporate)
8. Estimated Schedule (a simple work breakdown structure with 4 milestones explicitly identified)
9. Competitive Analysis (a paragraph describing similar products)
10. Risk Analysis (what are the project risks and how will you minimize them?)

This document should be *no more* than 3-4 pages and must be reviewed before any development begins.

If you have any issues coming up with a project, please contact the instructor well in advance of the first deliverable due date.

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