# Specification of the engine of the FPG

customer

Gamer/Producer

## persona

The student of design institute XiaoMing is very curious about the FPG. For example

the CS , Minecraft, etc. This kind of game is very important in his childhood, but the current market is unable to meet the requirements of the FPG. Xiao Ming wants to design a new FPG. And according to his own design to design the game. Although the design ability of Xiao Ming

is very strong, but his coding ability is very poor, so Xiao Ming need a

RPG engine to help him complete the game design and Implementation.

To this end, Xiao Ming can pay 100 yuan for the game engine providers.

## pain pionts

Xiao Ming is infatuated with First Person Game. Although the design desire is very

strong , the coding ability is very poor. He really want a tool help him design a FP game according his own prefence.

## user scenarios

Xiao Ming opened the game engine, according to their preferences to set the

various parameters of the game .For example the map, backgroundmusic, the weapon and so on. Finally, the idea of creating a FPG

form XiaoMing comes ture, Xiao Ming played for a while, and very happy about it.

## goals

According to own prefence to design the FPG.

As much as possible to provide the user with the functions

Easy to use

## interactions

Set game parameters: background, background-music, weapon, weather, speed, light,

color, size, map, speed, etc.

## open issues/risk

Game engine performance is limited, the larger data will collapse.

## priority

P1 is to implement the escape scenario.

## MileStone

March 15st Prototype

March 28st Refined Design

April 10st Implementation

April 20st Best Test

April 30st RTM

## Architecture & submodules

## The technical challenge