

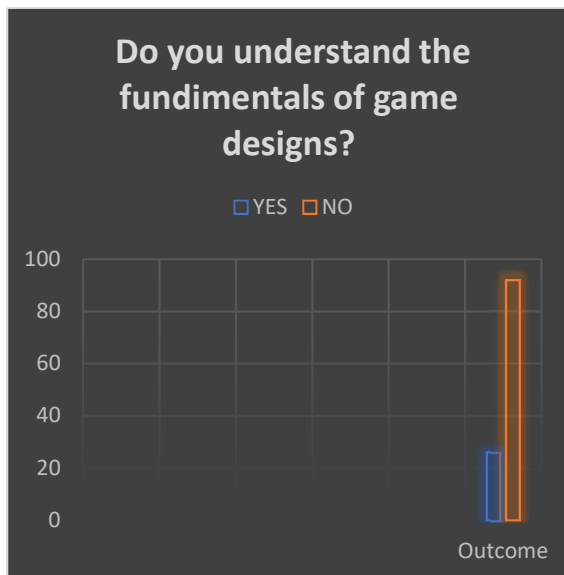
Senzo Zwelihle  
Masango  
BP412 Formative 2  
4471

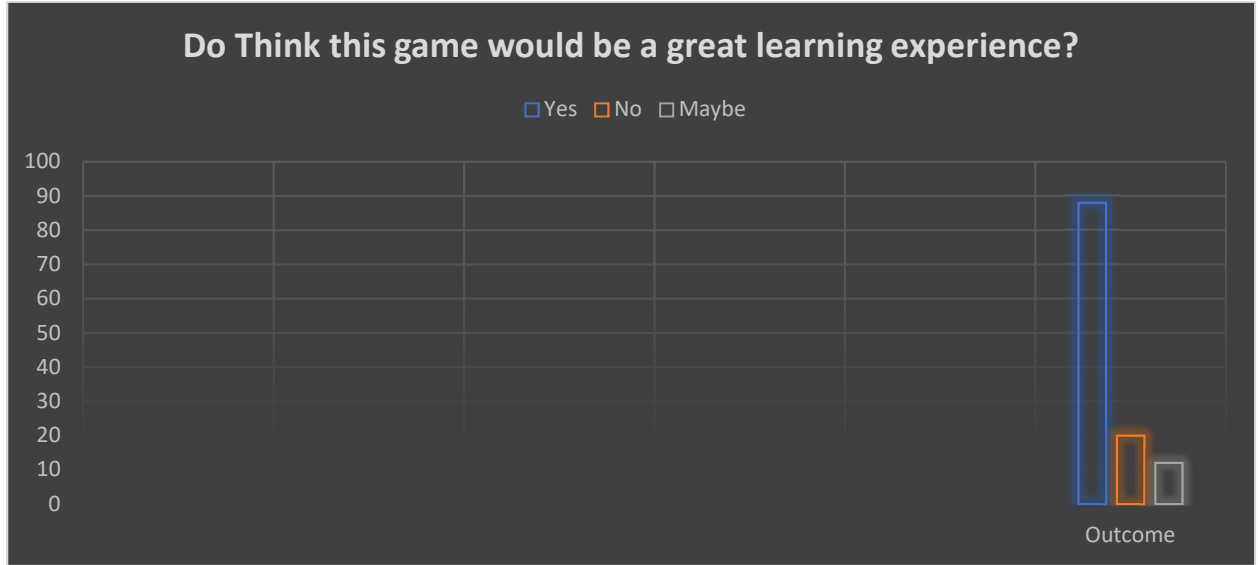
## Contents

Evaluation questions from formative 1 .....	3
.....	3
Layout and design .....	5
Color schemes.....	6
Final layout and color scheme .....	7
Challenges and recommendations .....	8
Conclusion.....	9

## Evaluation questions from formative 1

Evaluation Questions	
Do you understand the fundamentals of game designs?	Outcome
YES	26
NO	92
Do Think this game would be a great learning experience?	Outcome
Yes	88
No	20
Maybe	12
Do you enjoy text-based adventure games?	Outcome
YES	33
NO	74
What Language do you known that is used for game creation?	Outcome
Python	77
Java	87
C#	90
Other	10





## Layout and design

The game will contain a simple layout containing Cut's colors

Layout 1 will be a square based interface where the adventure game can be easily played and navigation is easily understandable

Layout 2 will be similar just Fullscreen support and a different interface

Layout 3 will be totally different where icons and images and set out in a different interface and different position as if it were a professional game

## Color schemes

- Dark grey theme(lights out)
- White(standard CTU)
- Space black



## Final layout and color scheme

Layout 3 will be totally different where icons and images and set out in a different interface and different position as if it were a professional game



- The reason why these two were chosen is because they would be the most convenient and then best for the users
- Clean layout
- Amazing color scheme
- Fun icons and images

### Challenges and recommendations

If planning is well done there should be an adventure everyone can enjoy

full functionality and maintenance will be done regularly to improve and clean up any issues users may come across

Keep track of high scores and shareable content

Make it easy for users to record game play as that will be a challenge

Another challenge would be writing the correct lines of code to support the game and its features proper research needs to be done in order to avoid errors while playing the game

Timing of the game should be perfect as it should not conflict with schedules

The correct staff should be hired to execute this whole project successfully



## Conclusion

All that's required is persistence and if this implemented correctly everyone will have a fun game to pass off timing and as well as improve their knowledge and to conclude have fun overall