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Introduction

I've been given the task to create game as part of the applying process, they requested that a create a game in python with the following specifications

- The game must be a text based adventure game
- Must be created in python
- Custom icons and images
- Friendly UI etc.

Throughout this document I will showcase the steps I will be taking to make this game a success

Program vision

To successfully compile a working game in python, by doing the necessary research to build the game

Create custom icons and images

Must be adventure based as stated

Keep track of top 10 scores

Must run without any errors or implications

Target market

This game will have no specific target population as it will be aimed to accommodate everyone of all ages, its main purpose is to stimulate mental growth and give off as an entertainment ground to keep players interested in text based games

Programs

In addition of using python, Anaconda will also be used as program as it contains the necessary libraries to successfully compile a working game

And further more make sure there are no bugs or errors while playing the game and I will achieve this by using Visual code which is perfect for debugging codes

Goals, Action step, outcome

The goal is to successfully compile a working game in python, and to do this I will have to make use of python 3 or later to achieve the end goal

Create custom icons and images-make use of editing software to create new custom images and icons

Must be adventure based as stated-must keep the players interested and keen on playing more and more

Must run without any errors or implications-make use of visual studio code to debugging

ensure the safety of security of the user of the app to ensure this minimal personal information will be asked from the user

The outcome should be a fun game yet with the fundamentals of a great learning experience

UML diagram



Challenges& Conclusion

The main challenge is creating a well-structured UI as many users may be visually impaired or may not like the whole set up of the UI so taking time on creating a beautiful UI will take some time and ensuring that everyone loves and so on.

A list of beta versions of the game will be made and on each update, players can say what they love and what they don't like, this will help perfect the final game.