

GPS Game
Concept of Operations
COP 4331C Processes OO Software Fall 2011

Team 14 - Team (Cauc)asians

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Modification history:

Version	Date	Who	Comment
v0.0	08/15/2000	G. H. Walton	Template
v1.0	09/22/2011	Bernard Feeser	Updated template with names, sent to others
v1.1	09/30/2011	Bernard Feeser	Filled in templete
v2.0	10/14/2011	Jon Leonard	For first set of deliverables

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The Current System

This will be a new system. There are not any systems at this moment but we will search for an open source android application that deals with a GPS map in order to create the frame work for our program.

The Proposed System: Needs

The system would need a platform that has android 2.2 or greater installed on it. It will have to be portable with a screen for the visual display and the ability of a gyroscope to play the game. It would also need a clear GPS signal in order to show your location on the map.

The Proposed System: Needs: Users and Modes of Operation

The system will support only one user. It will be able to save, start a new game, view statistics, or set up different parameters such as the color of the screen, how hard it is, and how many lives to start with.

The Proposed System: Needs: Operational Scenarios

Scenario 1 Start New Game:

Set play area

Play game

Scenario 2 Settings Screen:

Change play area

Change difficulty

Scenario 3 View Statistics:

View previous session scores

View global scores

Scenario 4 GPS Signal Loss:

Save game

Inform user of signal loss

Continue game when signal back

The Proposed System: Needs: Operational Features

Must have features by priority:

Visual display

GPS input

Sound effects

Vibration effects

Like to have features by priority:

Enemy locator (radar screen)

Multi-player option

Items

The Proposed System: Needs: Expected Impacts

The game will introduce a new dimension to portable gaming. The game will encourage all people to become more active with their gaming. They will be able to play this game anywhere as a break from their day and be able to interact with their environment. Trees, people, and buildings will become real life obstacles of the game.

The Proposed System: Needs: Analysis

Expected Improvements:

Multi-player involvement

Better graphics

Disadvantages:

Limited play area

Dependent on GPS signal availability

Limitations:

Environmental (rain, water, mountain blocking GPS, real world obstacles)

Android Operating System 2.2 only supported system

Risks:

Physical injury because not watching where you are going

Walking into others

Beware of traffic

User may enter a zone that may not allow the device to function, such as losing connection.

Alternatives and Trade-offs:

Could have made it multi-player

Could have made the game a 2d side scrolling shooter or a different game entirely
Made it work on different platforms

Template created by G. Walton (GWalton@mail.ucf.edu) on August 30, 1999.
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