CS371 – Project 4 (Specification)
Brandon Hartshorn

Executive Summary

A quick and thrilling game for the busy social college student.

Criteria

Priority is in parentheses

- **(1)** Chris doesn't have much time; the game should be quick to play

- **(1)** The game should be extremely simple so Chris & his friends need only a few minutes to learn how to play

- **(2)** Chris doesn't have to think about the controls

- **(2)** Chris has all the information he needs to play confidently

- **(3)** Chris is stunned by the simplistic beauty of the game

Persona

Chris is a computer science student. He loves a challenge and likes to see how long he can put off his work just to get it done in the last minute. He has various projects and hobbies and spends his time all over the place. He has a lot of group projects and works often with his friends. He is focused and can spend hours working on homework, but after spending 3 hours trying to find a bug in his code he needs something to refresh his mind.

Scenario

Chris has been working on a group project with class mates for 2 hours straight, when they decide they want to take a break. Chris convinces the group to try a game that he recently found. They all install the game and get connected to the public server. As they get started, Chris mentions that you can change your on screen appearance so players can tell each other apart. The group has a blast playing since the game is so easy to pick up. Ultimately, Chris's friend Jake has the highest score. The group, feeling refreshed, easily transitions back to their work.
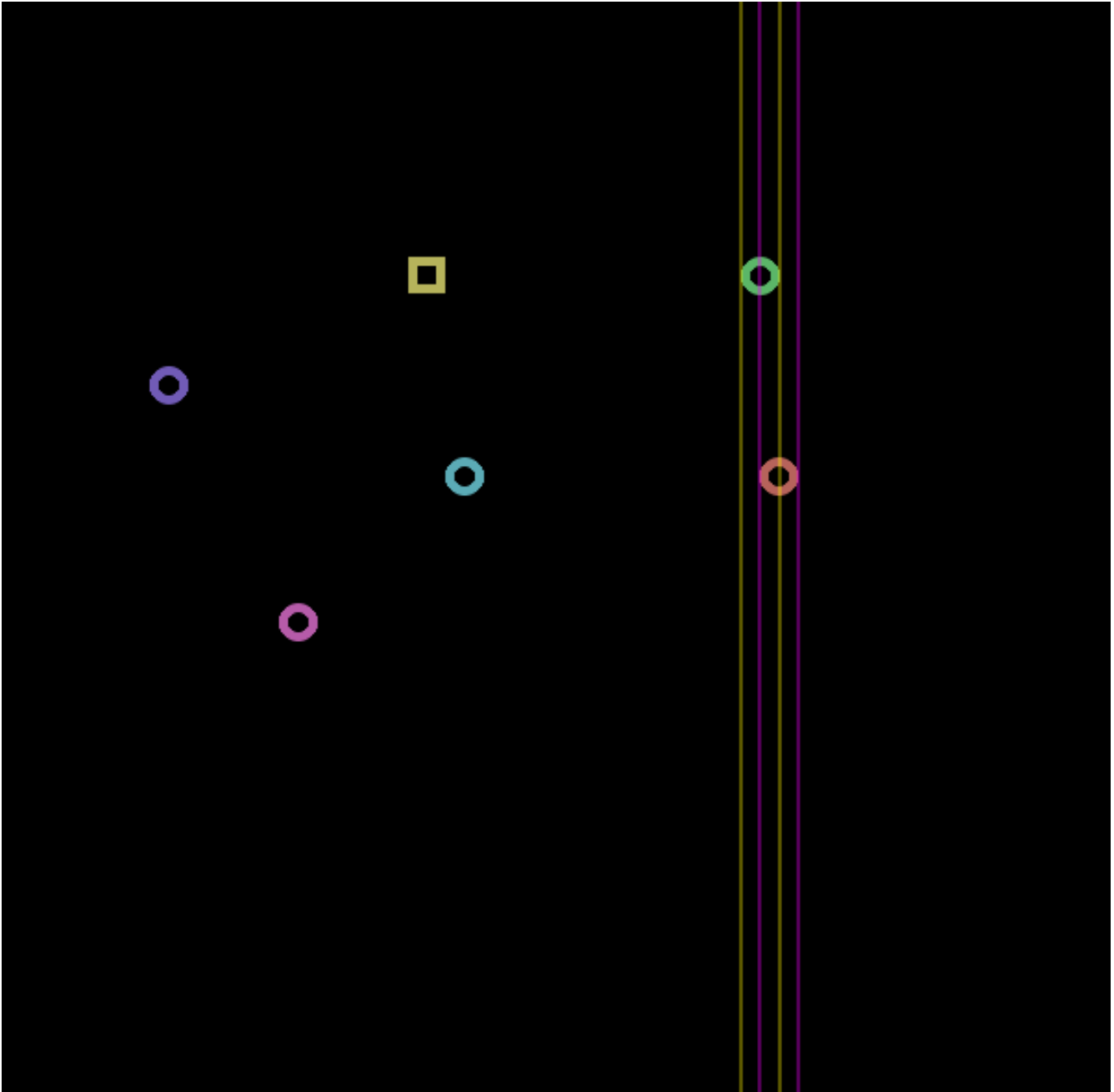
Prototype

Illustration 1: Whole Game Screen

Detailed Design

Play Area

Area Detail

Illustration 2: Area size should be 59 columns, 59 rows (players not drawn to scale)

Play area color: black
Play area size: 600x600px
Play area grid: 20x20px with 10px overlap (see yellow and pink column lines in Illustration 2)
Play area columns: 59

Play area rows: 59

Characters will overlap by 10 px

See Colors Reference for color specifications

Character Detail

Illustration 3: Character Sprites -- Not "IT" are hollow circles, "IT" is hollow square – players are differentiated by color

Character size: 20x20 px
Character colors: see Player Colors

Scores Bar

Scores Detail

Illustration 4: Scores Detail

Size: 200px wide, 600px high-fat
Border: 2px, light grey, included in 200px width
'scores' Header: large font, light grey, underlined, horizontally centered, 5px from top
Name: large font, color of player's character, 10px from left border, 5px from baseline of text above
Score: large font, white, 10px from right of window, verticaly aligned with name

Scores in order by player ID (internal variable)

See Fonts Reference for font specifications, Colors Reference for color specifications.
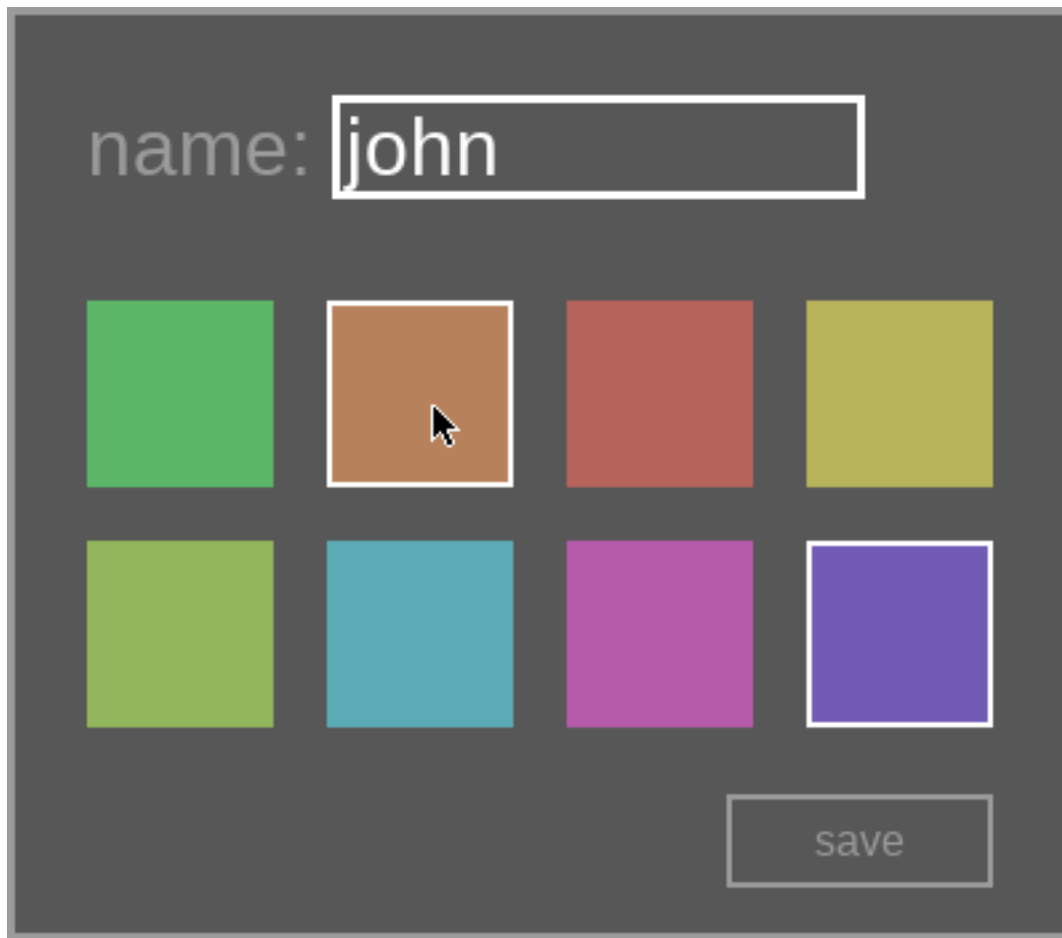
Scores Bar Buttons

Configure button: labeled "name/color", placed at x = 650px, y = 500px
Quit button: labeled "quit", placed at x= 650px, y = 550px

See Buttons for button specifications

Configure Dialog

Configure Dialog Detail

Illustration 5: Name/Color Dialogue

Background color: dark grey
Border: 2px light grey
Location: x = 200px, y = 150px

Name Field

Label: large font, light grey, text "name", placed at x = 230px, y = 185px
Name box: 3px, white, 200px wide, (large font height) + 20px high, placed at y = 183px, 8px right of label
Name: large font, white, current name, placed at y = 185px, 12px right of label

See Fonts Reference for font specifications, Colors Reference for color specifications.

Color Buttons

Two rows of buttons enumerate the color options for the player. Each
Row start: x = 230px,

Button size: 70x70px,
Spacing: 20px button and row

The buttons for the currently selected color and the button under the mouse (hovered) have a 2px white border (included in button size)

See Colors Reference for color specifications.

Save Button

Label: "save"
Position: x = 470px, y = 445px

See Buttons for button specifications

Buttons

Buttons Detail

Illustration 6: Buttons Detail

Text: small font, centered

Size

Height: height of font + 16px
Width: 100px

States

Hover color: white text and border
Normal color: light grey text and border

See Fonts Reference for font specifications, Colors Reference for color specifications.

Fonts Reference

Small Font

Typeface: Liberation Sans Regular
Size: 16pt

Large Font

Typeface: Liberation Sans Regular
Size: 30pt

Colors Reference

Player Colors

#5BB668
#B6815B
#B6635B
#B6B35B
#92B65B
#5BABB6

#B65BA9
#715BB6

Other Colors

Black: #000000
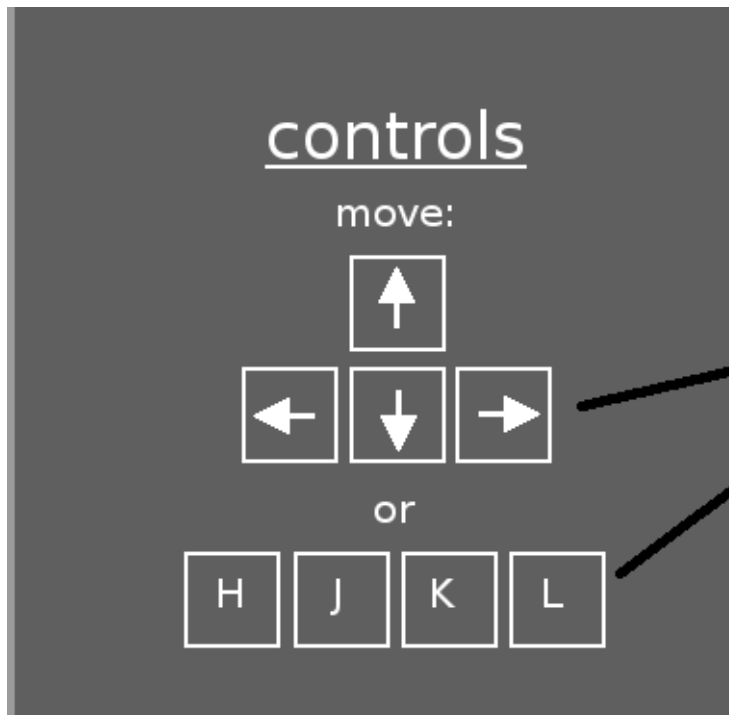**White**: #FFFFFF
Dark grey: #575757
Light grey: #9B9B9B

Graveyard

Controls Detail (Not included in finished prototype

Illustration 7: Controls Detail