BoomNack

2016/06/27

LUA VIDEO GAME

Adam – Project Manager, Programmer, Tester

Dav – Programmer, Systems Analyst, Tester

Israel – Computer Graphic Artist, Technical Writer, Tester

# Description of Program

Our program is a playable RPG Adventure that was built from the ground up. The game includes a hub world, various side-scrolling levels, a battle system and a leveling system. The hub world was built to allow the player to easily navigate between the different side-scrolling levels by bridging them together in a way that does not interrupt gameplay. The side-scrolling levels gave the player a good chance to interact with the world in a way that many are already used to doing from past experience. Battling and levelling were implemented as a means of allowing progress throughout the game to be measured and rewarded keeping the experience fresh. The game showcases certain design elements such as quests, levelling, characters and levels that could be re-used or re-purpose to expand the game, but instead delivers an overall short and concise story keeping things original and to the point.

# Results Testing

The program was tested by the client on 2016/06/27,

In game, some of the features tested are: entering dungeon instances, completing a battle, and interaction with entities. The program ended up working just as it was supposed to, and there were not any issues.  
The program was easy to user as we went with a familiar control scheme for the character and were sure to make it user friendly. The program is useful to the target audience as a means of entertainment and passage of time in an enjoyable way. The tester would definitely use the program if it was made available to them. Recommendations for improvement were add more features and content to the game.Our project could use some reworking with the entities and implementation of character animations which would bring the game to life a bit more. Given more time we would up the scale of the project, as it would not be too difficult since we built a strong foundation for us to expand upon.

# Project Management

Our project plan was very ambitious and we had a lot planned for the game. We had to cut a lot out of the plan and size down the scope of the project. Our project was able to meet the end user requirements. We were successful in creating a working game window that could be easily built upon, implementation of events, implementation of images, implementation of story, overall game completion. Our difficulties were in scaling down the project and managing the elements that we needed. We could have improved upon our planning of the project, and we could have done prior research to ensure that we could accurately analyze and predict what was in store for the project.