

Barbara Stall

Project Proposal

Guess Who

Mission:

To create a game that mimics the board game Guess who but uses World of Warcraft characters.

Overview:

For my project, I am going to make a computer version of the board game Guess Who, but instead of generic characters and attributes, the characters will be from the game World of Warcraft. They will have varying races, classes, and attributes based on that of in game characters in World of Warcraft. The game will have 2 playing modes; either the user is randomly given a character that the computer has to try to guess based on the user's answers to the questions, or the user tries to guess what character the computer was randomly assigned. There will be a game board with all the possible characters and the user could narrow down who is left on the board, and the computer will be able to do the same. The game would include pictures of generic/popular World of Warcraft characters with all of their attributes visible in the picture. If possible, the game would include varying levels of difficulty that would make the computer either harder or easier to play against. The hardest level of difficulty would choose the questions that would narrow down the guess pool by more than that of the lowest difficulty. There would be a visual aspect to the game that would show when certain characters were eliminated based on the attributes they possess. The characteristics that would be in question would be clearly visible in the pictures, and there will also be a help command that would explain the various attributes of the characters. The user would be able to choose the game mode and the difficulty. The characters from World of Warcraft that would be chosen are

random and there will be more characters than the game displays so that the game is different every time and can be played multiple times without repeating too often.