Evaluation Stage

For

Graded Unit Game

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## Outline

During my HND Graded Unit I created a game as part of my final project. My only initial outlines in choosing this project was for it to have sufficient complexity for someone with my level of abilities and skills and that it was to utilise at least one unfamiliar library. All other aspects and features of this project were to be decided by the individual carrying out this project.

My original plan was to create a 2 dimensional local multiplayer game in which two players compete or work together to clear the screen of the various coloured bricks using similar mechanics to the classic games Breakout and Pong. I will create this game using the programming language C# with the addition of the XNA game creation framework the development environment used will be Visual Studio 2010/2014.

## Analysis of Planning Stage

After receiving feedback based on the planning section of my project. I have realised that I could have broken down my initial requirements section further and added in additional requirements which would have helped with the implementation stage by providing an in-depth outline of what was required.

I could have explicitly stated the aims and reasoning of choosing to create a game as my project. I feel the use case diagram was completed to satisfaction although the database was not included in my diagrams due to an oversight.

I have included an extensive list of resources required by myself to complete this project although references and locations for these resources were not provided due to lack of understanding that they were required.

This would have aided with the implementation stage by having a list of where to access these resources. Keeping the ease of use of my document in mind, in hindsight I should have scaled the Gantt chart better to ensure that it was easily readable and would fit properly within the report.

To aid in my implementation of the project a UI binding model should have been included but was left out due to a lack of knowledge on the subject. Overall I feel this section was well completed although there are a few improvements that could be made.

Upon implementing the game I noticed a few issues with the planning stage in that all of the user interface was designed using visual studios form builder as this was the only system in which I was familiar with, although when implementing, all of the user interface is handled by the XNA libraries which makes most of my user interface prototypes obsolete. Also all of the design of classes and variable typing was planned without knowledge of the XNA framework and the features it provides to aid in creation of game and as such updated models are provided in the technical manual as some major changes took place.

## Analysis of Research

As part of the planning stage research was carried out on the genre of game and on the target audience to provide a greater understanding of the features expected and usually available from this type of game.

As part of my research in to similar games that I took inspiration from. I was able to gain a better understanding of the features expected of similar games. The main games in which inspiration was taken where Space Invaders and Breakout although I did not provide an extensive list of which specific elements that will be similar. I feel that doing this research provided aid in the implementation stage as I was able to see some of my ideas in an already functioning game.

As part of market research a survey was created using Survey Monkey a tool which enables users to create a short free survey. This survey was able to provide knowledge on what type of people where interested in this game and what types of customization should be available to the user.

I feel as if I could have conducted more thorough investigation into the creation of games as this was my first experience in game creation the scope and complexity was underestimated which was detrimental to the final product due to the short allocation of time.

## Analysis of Implementation

|  |  |
| --- | --- |
| Functional Requirements | |
| Requirement | **IMPLEMENTED?** |
| Players will be presented with a menu system to choose which mode the game will run in | Yes |
| Players will be able to rebind the control system in a separate menu which can be accessed when the game is run | No |
| Players will have a method of control which will allow the bats to be moved horizontally along the screen and release the ball when it gets reset | Yes |
| The Menu system will be able to be controlled by the keyboard and the mouse | Keyboard functionality yes mouse no |
| Players will have 4 lives each to start with | Yes |
| High scores will be stored in a file which will be updated after each game over | Yes |
| High scores will be loaded at the high scores screen | Yes |
| High scores will be able to be viewed by a separate option in the main menu | Yes |
| Upon the ball making contact with the wall, bat or bricks the ball will ‘bounce’ and change its velocity | Yes |
| Player scores will be displayed on the game screen when the game is active | Yes |
| Player lives will be displayed when the game is active | yes |

## Analysis of Testing

Analyse of testing

## Documentation Created

Documentation which was created

## Benefits Gained

Any skills gained etc

## Unforeseen Circumstances

Any issues which arised during the project

## Recommendations

Future recommendations

## Conclusion