**A Level Computer Science CO3 Project Proposal**

* **You need to choose projects that will enable you to solve problems involving stakeholders. Projects chosen must involve stakeholders (anyone with an interest in the solution). They will be involved throughout the project.**
* **You need to choose an adequately complex problem that will lead to a substantial amount of original coding showcasing various programming skills. Projects involving small amounts of code overall or large amounts of trivial code are at best likely to gain an E grade.**
* **You need to choose a project where there are existing similar solutions as you are required to research these as part of your analysis.**

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| **Student Name:** | George Osborne |
| **Group:** | 1C1A |

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| **Programming Language chosen for development work** Note: exam board OCR allows Visual Basic, Python, Java, PHP, C family (C#, C++ etc..) and Delphi. For any other language HSFC must get permission from OCR. **Any choice other than C# will have to be approved by the course leader.** |
| C# |

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| **Description of problem to be solved/proposed project and features that make this problem solvable by computational methods** |
| I will be making a 2d, turn based strategy game where players will control tanks, and take turns aiming and firing at each other. The objective of the game is to reduce the other players tanks health to zero, using your projectiles, before they defeat your tank. Features that will be included in the game are:   * Turn based gameplay * Aiming the tank cannon with the mouse * Moving the tank a limited amount each turn for strategic positioning * A range of projectiles to choose from, each with differing properties that will affect the trajectories, damage dealt, and craters left on the map * A range of maps to choose from * A dynamic map system that allows for craters to be added to the game between turns |

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| **Name(s) of stakeholder(s)** |
| Jack, Dan |

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| **Description of stakeholder(s) and how they will make use of solution including reasons why the solution is appropriate to their needs** |
| Jack and Dan are both gamers who enjoy multiplayer strategy games. They feel however that most turn based strategy games on the market today are overly complicated and take too much time and dedication to finish. This game is appropriate to their needs because it is much faster than most turn based strategy games, and is also very simple to understand and play. |