A-Level Computer Science Programming Project

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# Analysis

## Problem Identification

I am going to be developing a 2d, multiplayer, turn-based strategy game where players play as tanks. The aim of the game for each player is to reduce their opponent’s health to zero, and this may be accomplished by aiming their tanks cannon to shoot at the other player’s tank. It will take multiple hits to accomplish this, and so players are able to move their tank a limited distance each turn, in order to position themselves.

## Stakeholders

I have chosen three stakeholders who have an interest in my project. These are Jack Kench, Daniel Matthews and Sebastian Roffey. I have chosen these because they are good friends who enjoy local multiplayer gaming. They are familiar with the turn-based strategy game genre but are looking for something new that will give them more control over the game experience through modifiers.

My game is intended for teenagers and older, primarily male, who are looking for casual fun with friends. I chose my stakeholders because they are within the intended age group (both are 17), are of the male gender, and they enjoy playing local multiplayer strategy games, giving them enough experience to be able to give constructive criticism that is reflective of how they enjoy local multiplayer gaming.

They are interested in my project because they enjoy the game genre, but feel like there is a gap in the market. They are looking for a turn-based strategy game that is not overly complicated, making it easy to understand and play with very few instructions, but also not so simple that it gets boring quickly. Only one of my stakeholders is familiar with the game that has inspired my project (Daniel Matthews) but he feels that this game doesn’t allow for enough customisation of the game experience. He is looking for a game that has more modifiers that can be changed that effect the physics of the game: e.g. the ability to change the gravity that pulls down on projectiles, or the amount of health the player starts with. I intend to fill this hole in the market with my project.

I believe that they will be useful in helping me achieve the best possible solution because they have experience with similar games in the genre, and so will know roughly what to expect of a game in this genre. They are also interested in playing this with other friends who are inexperienced in this genre, and so will be looking to judge the ease of use and the simplicity of the design of this game. All of this means that they will be able to provide useful feedback that will help me achieve the best possible solution.

One final note is that one of my stakeholders is dyslexic (Sebastian Roffey) and requires that I add different colour options to the game to increase he ease of use for him. This makes him an especially useful stakeholder because he will be able to provide feedback that will help me ensure that the game reaches its widest possible audience, and doesn’t drive away people who are dyslexic.

## Research

## Specification