

SFWRENG 3XA3: Problem Statement

Team L03G09
Longwei Ye(yel16)
Qiang Gao(gaoq20)
Zhiwei Li(liz342)

January 27, 2022

Problem that needed to be addressed

Gaming on a computer is a convenient and effective way for people's daily entertainment, especially when people are trying to relax themselves. We, as the game developers, are trying to provide a satisfying gaming experience for the users by ensuring the quality of the in-game graphic interface as well as the playability of the game itself. The game we are trying to modify is already a classic game. However, we are modifying the project with a modernized and attractive user interface and an enhanced in-game mechanic so that the game can keep track of the latest trends.

The importance of the problem

Game interface design is very important for games, as it ties every part of the game together smoothly and makes users get more enjoyment out of it. A user-friendly game interface design will make the user enjoy the game and quickly immerse him or her in the game. Also, the user interface of a game usually gives users the very first impression. Sometimes, even an eye-catching logo is able to attract loads of users to try the game.

The mechanics or the rules are the key of a game. Clever mechanics can give a game enduring appeal. This is why the chess game can be popular for centuries. Therefore, based on the original game, we want to add more interesting modes or tools to make it more playable.

Context of the problem

The majority stakeholders of this project are gamers who enjoy the single-player mode for self challenging or two-player mode sharing with their friends.

Based on the programming language Javascript together with CSS and HTML, the game is designed to run on a computer where a browser is implemented, which is a basic and general environment for nowadays mainstream desktop and mobile devices.

To help users and future developers to get a clear overview of the project, we will implement the improvement with associated documentation, as new guidance from the original project.