OCR GCE A

COMPUTER SCIENCE PROJECT

H446-03

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Title of Project - Davacis

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# A. Analysis

**Problem Identification:**

The problem that I wish to solve is the gap of a magic-centric 1st person computer roleplaying game. I have seen many top-down CRPGs however, I have never seen a quality 3rd or 1st person one.

My project aims to fill this gap by being similar to the classic idea of an RPG, such as the ideas presented by Outward but with more modern features.

Several computational methods can be employed to solve the aforementioned problem.

Abstraction:

Decomposition:

**Stakeholders:**

**Research:**

**Essential Features:**

1st person camera:

Standard computer game style movement:

Magic casting:

Spell Creation:

Health/Stamina:

Armour System:

**Limitations:**

**Solution Requirements:**

**Success Criteria:**

# B. Design

<See H446-03 Project Advice Booklet for help and guidance of what must go here.>

## Systems diagram

# C. Developing the coded solution (“The development story”)

<See H446-03 Project Advice Booklet for help and guidance of what must go here.>

# D. Evaluation

<See H446-03 Project Advice Booklet for help and guidance of what must go here.>

# Project Appendixes

Insert as many project appendixes as you need for your project.

These might include, but are not limited to:

* Complete Code Listing (ESSENTIAL)
* Interview Transcripts
* Meeting notes
* Observation notes or questionnaires