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Java Final Proposal

1. For my final project, I will create a dice game called “Zilch.” This game will have room for four players (no robots), player names, 5 dice, a score board (computer scores it), link to the rules/how to play, and. I hope to create a winning screen and pleasing graphics. I will use a class for the player and name and use a class that extends it to play the game. There will be a class that will pull it in as an object to create the visual aspect.
2. My target population is someone who just wants to relax playing a game for 5 minutes (or more). Most likely ages 12-30. In order to gain their attention, I would make it look pleasant. The rules of play will be easily accessible and explained as briefly as possible. I think this game appeals to the purpose of relaxing because there is enough interaction with the game to keep you interested, yet it does not take too much attention that you can also multitask or go back and forth between activities.
3. This program is unique because the rules are simplified from farkle and only use 5 dice instead of 6.
4. Possible constraints that I foresee is that I won’t have as much time as I hope to develop the “front” end of the game as I need to while I am developing the function of the back end. When the player tries to end the turn and it needs to add the score properly. Switching between players will be difficult, I have not done that before.
5. My project strategy is to start with the creating the player and scoreboard, then teaching the computer the rules. Once that is all in place, then I plan to create the visual component of the game. I feel like creating this program will strengthen my programming skills.