IT2143 - Visual Programming

Group Project

3T
(Tiny Target Tussle)

Group P1

Group Members

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Introduction

Welcome to the exciting world of Tiny Target Tussle (3T), a simple shooting game developed using the C# programming language in Visual Studio! Get ready for a thrilling experience as you test your aim and reflexes in this fun and addictive game.

Tiny Target Tussle (3T) is a minimalist shooting game where your objective is to hit as many targets as possible to score points. The targets will appear at random positions on the screen, and your task is to aim and shoot them down before they disappear.

Objectives

For users engaged in Tiny Target Tussle (3T) Game, the following objectives can be provided to enhance their gaming experience

- **Fun and Relaxation**

  Above all, enjoy the game as a source of entertainment and relaxation, providing a break from daily routines.

- **Time Management**

  Strategize and optimize your time to hit the most targets before the clock runs out.

- **Speed Challenge**

  Test your reflexes and speed by hitting targets swiftly within the time limit.

- **High Score Mastery**

  Aim to beat your own high score or compete with friends to achieve the top spot on the leaderboard.

- **Unlock Achievements**

  Explore the game and unlock various achievements by accomplishing specific feats during gameplay.

Methodology

I. Requirements Gathering

- User Stories break down the game features into user stories. For example: "As a player, I want to be able to shoot targets with a mouse click."
- Use Cases Identify various use cases, such as starting a new game, pausing, aiming, shooting, and ending the game.
- Functional Requirements define what the game should do. For instance: "The game must generate targets randomly on the screen."
- Non-functional Requirements specify performance criteria, like responsiveness and smooth gameplay.
- Constraints identify any limitations, such as screen resolution or platform-specific requirements.

II. Tools and Technologies

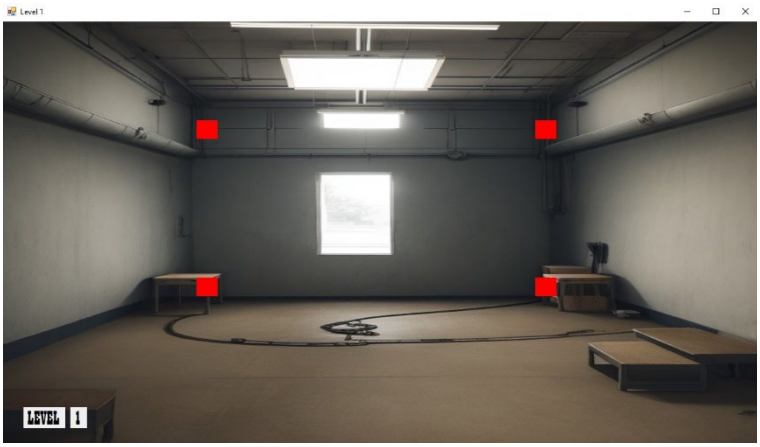
- Programming Language choose C# for game development in Visual Studio for its compatibility and ease of use.
- Graphics Library utilize a graphics library or tools for creating and handling game graphics. For instance, use the System.Drawing namespace in C#.
- Integrated Development Environment (IDE) Stick to Visual Studio for its robust C# development capabilities, debugging features, and user-friendly interface.

Implementation

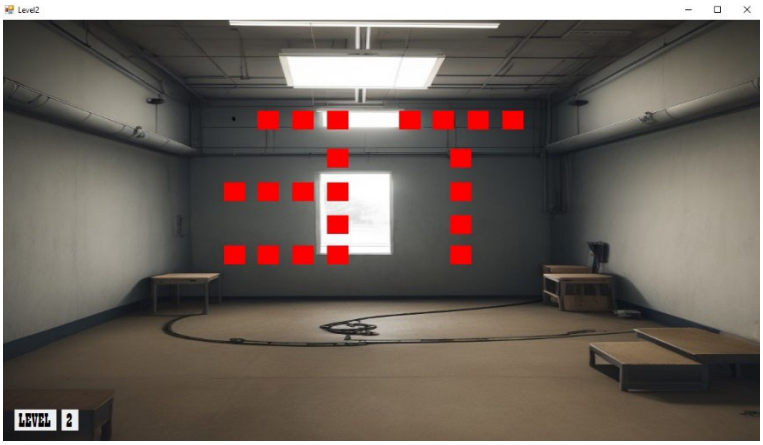
I. Interface design

- Home

- Level 1



- Level 2



- Final

Developer's Note

Tiny Target Tussle (3T) was created with passion and dedication using the C# programming language in Visual Studio. We hope you enjoy the simplicity and excitement of the game. Your feedback is valuable to us, so feel free to share your thoughts and suggestions as we continue to enhance and improve your gaming experience.

Get ready for a Tiny Target Tussle like never before! Good luck, sharpshooter!

Conclusion

In summary, Tiny Target Tussle (3T) is a straightforward shooting game developed in C# using Visual Studio. With a focus on simplicity, intuitive controls, and basic graphics, it offers a quick and enjoyable gaming experience for players of all levels. The game's objectives include hitting targets for points within a time limit, with high-score tracking adding replay value. Developed with common game development methodologies and tools, Tiny Target Tussle (3T) is designed for easy enjoyment and potential future enhancements.

References

- References regarding with youtube : https://youtu.be/85wmPrAnui0?si=QZsK8vAEccApCa4_
- Referred by AI genarater : ChatGPT
- References regarding with microsoft: https://learn.microsoft.com/en-us/visualstudio/windows/?view=vs-2022&preserve-view=true