

Advanced Mobile App Development

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Project 2/Grad Project Plan
Spring 2016

Main Plan

Description of your project

I'll be creating a sidescroller game in iOS. The game will be scalable in size, to accommodate the larger "grad" portion of the project. The Project 2 version will have a character creation screen and 1 level. The grad part of the project will be including 2 additional levels to the game, to make the game twice as large. This will be playable on an iOS device, the Xcode simulator, and could be projected through a device to a larger screen. This will allow the game to have increased visibility at the Expo and have more "flash" to promote the Advanced Mobile Apps class.

The game will be a survey of the gender stereotypes women face in everyday life and in the gaming industry. I hope the game will be entertaining, but the ultimate goal of the game is to highlight and critique the subtle sexism that exists for women. Much of the game will be satire and tongue and cheek quips.

The game will start with a character creation page. The user will always be playing as a girl, but will get the chance to customize their character. They will be able to choose things like body and hair type, armor, weapons, and abilities. These choices will play into the game itself. For example, they can choose a long or short range weapon, which will require the player fighting at a long or short distance. Each choice the player makes will affect the player's character traits. These won't be traditional character traits (health, endurance, etc), but will be female-slanted. For example: SPICE (Strength, Personality, Independence, Confidence, Empathy).

Once the player has chosen their character, they can start playing the game. My goal is for the game to look fairly simple, similar to a NES-era Mario game. It will be side-scroller, so the player can only go left and right and jump. The reason for this design choice is two-fold: 1) I'm hoping a 2D game will be easier to program than another type of game, and 2) I want to use a simple game like Mario as a comparison for my game. Mario is fairly simple, plot-wise. You play a character, fight bad-guys, and save the princess. In my game, I want to add a layer of social constructs to a very popular game pattern to show how subtle gendered differences add up and make a major difference for the player.

Each level will follow a different theme. For example, there could be levels about math, engineering, technology, or entertainment. The obstacles in these levels will stem from the gender stereotypes that surrounds each of these areas. For example, on the technology level, there could be a programming problem that the player has to face. If they try to fight it, but they will lose. Then a male NPC will come in, easily defeat the obstacle and ask the player why they didn't come prepared. (This will play off the fact that more men are prepared for intro programming classes than women, because High School programming classes are heavily populated by male students.)

The game will end after the player has reached the end of all the levels. However, they cannot “win” the game. They will be presented with another problem at the end of the game, such as not being able to rescue the princess because they are a girl themselves, or not being promoted to “hero” status because they don’t have leadership qualities, or only given 77% of a star to the male NPC’s whole star.

Pseudocode for algorithms and program flow

```
Scene1 {
    armorSelected = false;
    gameLoop {
        while(choice != sexistArmor) {
            getChoice();
            if(choice == fullBodyArmor) {
                armorSelected = false;
                displayMessage(areYouSureYouWantTHATone);
            } else if(choice == sexistArmor) {
                armorSelected = true;
                displayMessage(youLookSoPretty);
                goToNextScene();
            }
        }
    }
}

SceneTheNextOne {
    weaponSelected = false;
    gameLoop {
        while(choice != barbieDoll) {
            getChoice();
            if(choice == sword) {
                displayMessage(thoseAreForBoys);
                armorSelected = false;
            } else if(choice == barbieDoll) {
                armorSelected = true;
                displayMessage(youllHaveSoMuchFunWithThatOne);
                goToNextScene();
            }
        }
    }
}

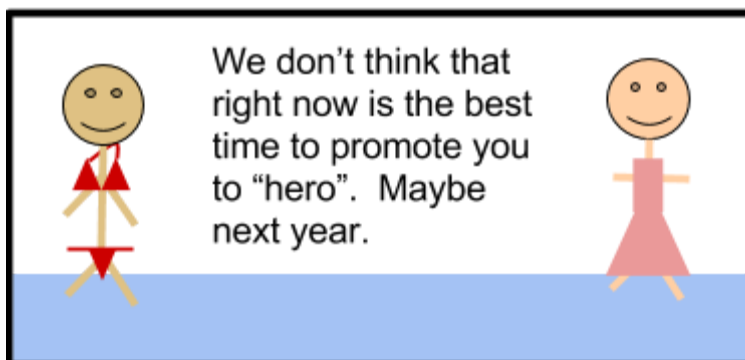
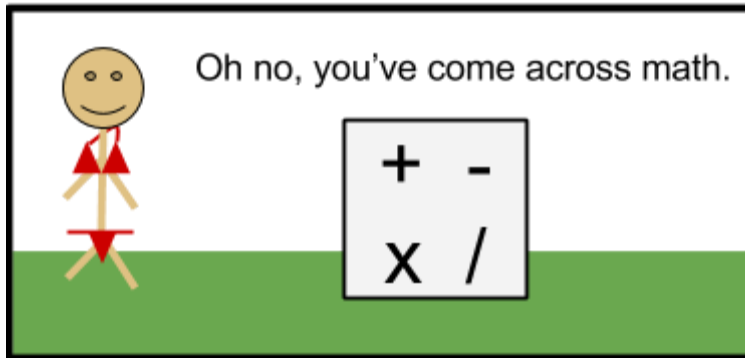
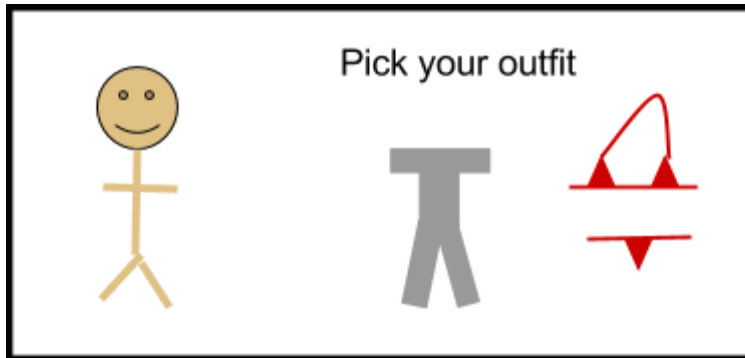
SceneTheActualGame {
    gameLoop {
        if(characterCollidesWithObject) {
            if(characterTriesToFight) {
                displayMessage(whyAreYouBeingSoMean);
                deductPointsDueToAnArbitratySocialConstruct();
            } else {
                displayMessage(youShouldStickUpForYourselfMore);
                deductPointsDueToADifferentArbitratySocialConstruct();
            }
        }
        if(characterHasReachedTheCastle) {
            displayMessage(iDontReallyFeelLikeYoureLeadershipMaterial);
        }
    }
}
```

```

        }
        displayMessage(wereGoingToHoldOffOnFulfillingTheHeroRoleForNow);
        endGame();
    }
}

```

Visual design template or example



Brief description of how you will test your project

I'll test it at every level and try to break it as often as possible.