Instructions

Define Problem
- Read the APP B38-3.3 (DOCUMENTATION PACKAGE) OR APP B38-3.4 (WEBSITE) project documentation provided

Create Specifications and Requirements
- Using the project documentation, review the specifications and requirements.
- Combine the list of three questions that you and your teammate each brought to class into a list of three or more questions you and your teammate have concerning the project requirements.

Create Design Concepts
- Determine and document the criteria that will be used to select the best design idea.
- Brainstorm a minimum of five videogame ideas and the features required for the game.
- From the brainstorming ideas, select the best game to meet the design specifications.
- Complete the Project Proposal Form including:
    - The name of the game and a brief description.
    - The basic features of the game. See requirements in APP B38-3.3/APP B38-3.4.
    - A minimum of five additional features for the game. Note, not all additional features will be selected for you to complete depending on the complexity of your game.

Design Solution
- Represent the idea using an algorithm, flowchart, or pseudocode.

Document
- Create a document that includes your 3+ questions, selection criteria, 5+ brainstorming ideas and game features, best idea, and representation of the design solution.
- Submit a PDF of the document to Carmen according to the DAL.

Jake Kennedy and Michael Allen

APP B38_2.2

Dr. Phil Schlosser

ENGR 1281.01H   8:00AM

Questions
1. Do you use the touch screen of the proteus or button inputs to play the game?
2. How many people will do each option, the documentation package or the website?
3. For single player games will the player play against the "computer" or will there be 2 player options?

Brainstorming Ideas
1. Pong: classic video game, virtual ping pong
2. Dinosaur run: like google game found in loading screen
3. Tetris: classic video game, placing blocks to eliminate lines
4. Connect four: classic board game, player uses skill to make 4 in a row
5. Chess: classic board game, player uses skill to eliminate other player

Project Proposal Form

Instructor: _Phil Schlosser__ Section: __8:00 AM__ Team Name: __Team Connect4___

Team Members' Names: _____Jake Kennedy and Michael Allen_____

Game Console: Proteus C/C++

Game (include a brief description)	Connect Four: player tries to get 4 tokens in a row in a grid
Basic Features	Grid for tokens Token representation Touch control of where tokens end up Different color tokens for each player Start Menu Game Rules
Additional Features	Tokens light up in different colors when four in a row occurs Tally of who won each round 3 rounds Player X Wins! Display Computer opponent

Instructor Approval – Do Not Fill Out

Approved	Modifications Required