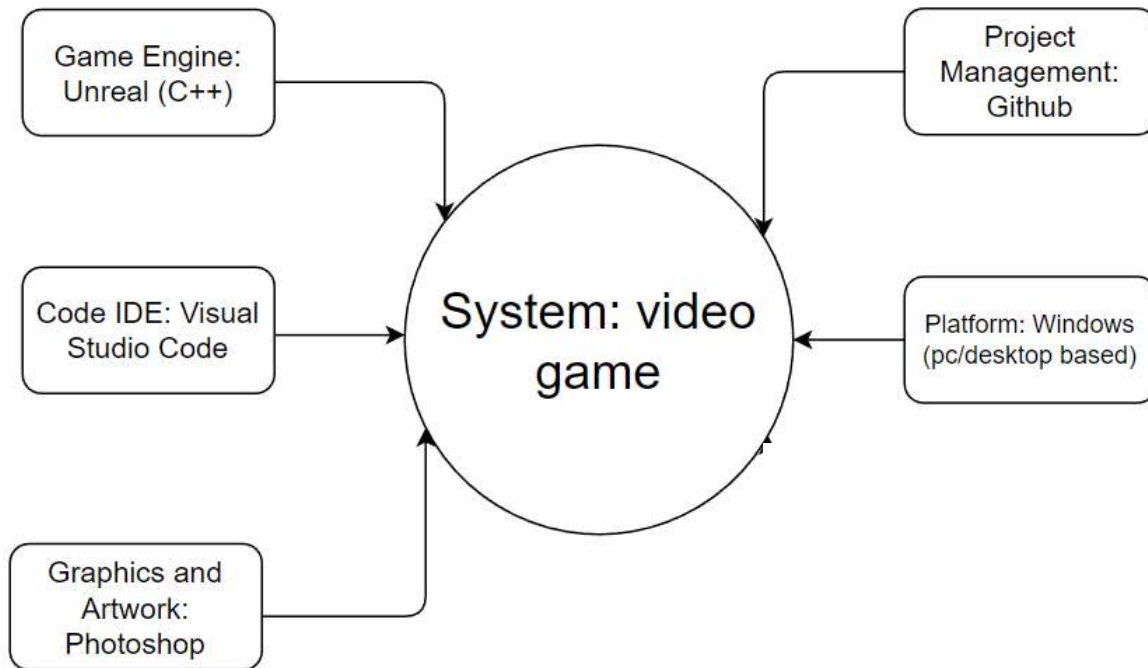


Project Description/Proposal

System Scope:



Stakeholders:

Cadets: Those who have access to the game launcher will be able to play the game. Their role is to play and enjoy the videogame. In addition, they will provide feedback on the playability, functionality, and overall game design so that we as developers can make improvements.

Instructors: The role of the instructor is to evaluate the final product and develop a quantitative evaluation based on the specified criteria. The instructor will also provide feedback on how to improve in the future.

Process Description:

Once the game is developed, users will have a fully built level-based game that utilizes strategy, logic and problem solving to discover clues and unlock the next level. The method to deliver this game will be through an elevator system which brings the user to each floor (level) as they are completed. The goal is for the user to unlock all the doors and make it to the final floor.