

IT-SEP4C-S18 – Serious Game

Project Report

# The Frangovers

## 

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# Abstract

*The customer is the Insight Games, a Danish company that focuses on developing fun and educational games for use in companies as well as schools and universities. The company required a serious game for memorization training that will be developed for both mobile and pc platforms. The system is user-friendly and can be used by anyone who wants to play the simple lightweight game. A user can choose between playing a random level or the specific one. After the user starts the game, he runs around the maze and finds statues or specific doors and gets access to different minigames for brain training. After the user finishes the minigame he will get a key and can continue in the maze until he finishes the level.*

# Introduction

The project presented is based on a requirement from the Ensight Games company which came with a demand for a serious game for memorization thinking. They focus and develop fun and educational games for use in companies as well as schools and universities. The purpose is to create a user-friendly game that would help people with training their short-term memory. It should be in a form that is both entertaining and appealing to young people.

Main features of the game must include simple controls and clear rules. The game must be able to run on both PC and mobile platform.

# Requirements

1. A user should be able to use application on both PC and mobile platform.
2. The system should have sound effects.
3. The system should have smooth animations to change scenes.
4. A user should be able to launch the application through the menu.
5. The system should be optimized.
6. The system should give instructions to the player.
7. A user should be able to move by using game controllers.
8. A user should be able to easily quit from the game.
9. The system should have different types of memory games for brain training.
10. The system should have different levels.

# Analysis

## Use case diagram

## Use case description

## Domain model

# Design

## Architecture

## Technologies

## Design patterns

## Class diagrams

## Interaction diagrams

## UI design choices

## Data model

# Implementation

# Test

# Results and discussion

# Conclusions

# Project future

# Source of information