

Criterion A - Planning

Defining the Problem:

The problem I wish to address is the frequent complaints of boredom from my younger sister. Because she enjoys video games, my solution is to build a game, inspired by the classic Space Invaders, and a lesser known game, 1943. Although the game is intended for her use, I will be the client of this project, because I am developing this project for my own purpose.

In order to test whether the game is engaging, I will be allowing my peers and my sister to sample the game, and give feedback on what needs work. My advisor will be my teacher, Richard Tinling, who will provide assistance with the programming when needed.

Rationale for Proposed Solution:

The game will center around a spaceship, controlled by the player, who moves around and shoots to deter an onslaught of invaders. This idea suits my need, because it is simple enough for a child to play, and yet still engaging enough to be desirable. It is also a skill-based game, which encourages multiple playthroughs to build skills. If done properly, it will be able to entertain my sister consistently.

Success Criteria:

- Player has control over their ship, and can fire shots properly
- Enemies' movement is consistent, and are removed from the screen when they "die" (are hit with the right number of bullets)
- Bullets move properly, and despawn and stop when they strike an enemy, or when the level ends
- Game is simple enough to play - frustration is sufficient to encourage the player to try again, but not so great that the player gives up and abandons the game
- All aspects of the game are easily visible to the player, and it is obvious what each sprite is (player can tell which ship they control, and that all ships/objects moving downwards are enemies)

Word Count: 310