**Video Game Design & Production Projects**

Flowcharts and pseudo code must be used to design solutions to all projects, all projects should be fully attempted and critically reviewed and the solution discussed for issues, problems, successes, opportunities.

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| **Project:** 001 | **Version:** 1.0 | **Working Title:** Trace Ball |
| **Max Core Value:** 5,000 | | |
| **Required Language:** Jscript must be completed in notepad for later comparison | | |
| **High-level Description:** | | |
| A non-playing character NPC (that is a character controlled by the computer) targets the users mouse position as the player moves across the screen, the game is over once the NPC touches the players mouse position 3 times. | | |

This project should be completed as an individual; however, you will be expected to form groups of approx. 5 members to discuss, help and support each other.

Initial Suggestions:

* Determine the project’s high-level ‘functional specifications’ (e.g. what are the requirements, application functions, collisions, AI, scores, timers, etc.)
* Determine the project’s high-level ‘non-functional’ specifications (aesthetic, usability, ease of use, feedback style, basic needs, etc.)
* Create mock-ups for the overall look, user interface design, dialogue windows and input mechanisms, etc.
* Construct basic storyboards associated with the game-play
* Use basic UML flowcharts to help plan, design and test game logic, interaction, mechanics and flow
* Use basic pseudo code to help define, establish and quickly test high-level in-game functions, actions and logic
* Establish game state management (start, win, lose, draw) – confirm how the state could be monitored, detected or changed?

**Once you have identified and defined each of the above points:**

* Create User Stories for each of your functions, features, requirements, etc.
* Use Planning Poker for each story
* Record the agreed points against each story