# Design – 12 Marks

The Design is the **how** of the project (the Analysis is the **what**). Your design should be detailed enough that a **3rd party** can take it and use it to develop the system. Think: could your teacher or another student take and use it without asking you any more questions?

Your mum can reproduce it

# AQA’s requirements overview

his is the main function controlling most of the function of the game. Including saving and loading progress, maze generation and

|  |  |
| --- | --- |
| 1. **Design** |  |
| **Topic** | **✓** |
|  |  |
|  |  |
|  |  |
| * 1. **HCI Sample of Planned Output Designs**   As described above, but for output. |  |

// A paragraph covering, for example, colour, font, size, type of interface (GUI? (menu, pull-down)), and your.

hardware requirement to run my game. Because of the 3D format of my game, it is more suitable for teenagers because most of them already has experience and familiar with playing a 3D game. Furthermore, there are a lot of strategy, problem-solving element and more interactive than normal maze finding game which favour younger age group.

i

Conclusion: The combat system is well adjust and it brings a lot of fun while playing.

Conclusion: this type of game is the most favourable for the player and it has great online multiplayer experience. The UI looks clean and fun so that it attract to young player. I would take the weather

Conclusion: there should have different ending in response to the player react to the NPC

Conclusion: there should have different ending in response to the player react to the

aze. Earn new characters and getting progress

The weather system should affect the player movement and health bar decrease or monet lost.

The player will respawn to the safe zone and have a selectable camera perspective.

I will also add a lobby music to the game. Each character act different and the way to heal the player is spend monet from the stire. Tge speed, strength, health increase and invincible to

Public \_anotherclass newclassname; //associate

Newclassname = new \_anotherclass //create object/ inhertance

C# event orientated

\_\_\_\_\_\_.performed += ctx => runSomeFunction.Jump()

Controller.Move(transform.TransformDirection( Vector3))

Function( onFoot.Movement.ReadValue<Vector2>()) //inputPackage .readvalue

Rotatation(unit) = Qutertuation.Euler(Vector3)

8117 amv

Newhall

range

8113

icy

1. test evaluation, prove the game is working, opening order and the maze generation is random and able to continue with the state saved

I am going to use a white box testing for my game as it doesn’t have any invalid input for a touch screen devices to play mobile platform games.

I am going to use black-box testing to test the register validation and login validation using boundary and wrong data to prove it stop invalid input of account register or login

**This section is marked by looking at how well your design describes how the key aspects of the solution are structured:**

* **Fully/nearly fully explained**
* **Adequately explained**
* **Partially explained**
* **Inadequate explained**