

CS 361

Assignment 5

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Milestone #1 Implementation

1) Milestone #1

- Video script:
 - Hi my name is Steve Crowther.
 - This is my submission for assignment 5
 - My projects is a side scrolling 2D platform game. It generates random levels based on user's difficulty preference. The levels are created from multiple individual scenes that are stitched together in a random order determined by a microservice.
 - Users will interact with my program by moving the character around with the arrow keys. At this point the character is a blue rectangle.
 - The following are the ways I am trying to develop my program with the cognitive style heuristics in mind.
 - Benefits of using new and existing features
 - Keyboard inputs are simple and familiar. The screen items that the player will interact with will look like common buttons.
 - Costs of using new and existing features
 - Once implemented, the user will have the chance to review a tutorial for basic movement so the cost will be low.
 - Allow people to gather as much information as they want
 - If the user wants to skip the tutorial screen they may, while those who wish to know all about the

program may take their time reading the tutorial thoroughly.

- Keep familiar features available
 - The controls will be familiar and simple as will be discussed towards the end of this video.
- Make backtracking available
 - Once implemented, the player will be able to pause the game and return to the main menu to restart the game if they feel like they have ruined their attempt.
- Provide a path through the task
 - The menu will be simple to navigate. The levels also provide a common progression from easy to normal to hard.
- Provide ways to try out different paths
 - Once implemented, the difficulty selection in the menu allows players to challenge themselves or play casually.
- Encourage mindful tinkering
 - Scoring and gameplay will be fully explained so players are able to fully understand how they score points so they make informed decisions. Also if a player is about to close the level, an alert will warn them they will lose their progress.
- The following are the three quality attributes I focused on: dependability, seamlessness, and usability.
 - Since the program will depend on a microservice to load each level the request and response must be quick. When the user clicks (consistently function with quick response time). Once the user clicks 'START' the request will be made. The program will wait for the response to generate a random level for the user.
 - The levels will be designed in sections or scenes that will be stitched together to create the level. The higher the difficulty level the more complex the scenes will be. The level must still be seamless so there is no disruption or situation that is not playable. I am in

the process of designing the scenes so that each right edge will match each left edge so there is no gap in the level.

- Finally, since the genre of 2D platform games has been around for at least 40 years, I want to make sure the user can open the program and use it right away. I did a spike of the top 50 2D platform games on Steam and found that the majority use the arrow keys or WASD keys for movement. I plan to implement the arrows keys since gamers and casual games will be able to use the program easily.

2) GitHub Release Screenshot

