*CHITKARA UNIVERSITY*

*FORMATIVE ASSESSMENT-4*

*PROJECT DETAILS TEMPLATE*

|  |  |
| --- | --- |
| *Group Name* | *GROUP-13* |
| *Project Title* | *Astarot ( game )* |
| *Team Leader* | *Parul ( 9779748980)* |
| *Details of Work division* | |  |  | | --- | --- | | *Student/ roll no* | *Work / Role Allotted* | | *Parul / 2010991651* | *Web developer , Programmer,Ideation* | | *Pratibha Bhandari / 2010991662* | *Web developer , Programmer,* | | *Priyanshu/ 2010991671* | *Web Designer* | | *Prerna Gandhi / 2010991666* | *Web Designer* | |
| *High level Approach to be followed:*   * *Share the details in points* | 1. *The project has been created with the aim of providing a simple yet entertaining game which targets all age-groups and is hence, fun to play.* 2. *Opening the game, the player is met with the homepage which holds three buttons: Play , Reviews and Instructions. The player can choose either of them according to his/her whim.* 3. *Clicking on the Play button , the player can start with the game which requires them to move the dragon while dodging the obstacles and hence earning the score.* 4. *Repeatedly pressing the Spacebar key or simply clicking the mouse generates a flying effect in the dragon enabling the player to move the character up and down so as to pass through the hurdles*   *.*   1. *Once the player collides the dragon with an obstacle or touches the ground the game ends. The player can restart the game at this point and the game automatically resets the score to zeal.* 2. *The speed of the obstacles is on a level with the score earned by the player. Increasing score leads to a higher speed with which the obstacles approach the player.* 3. *The Instructions button on the homepage directs the page comprising of set of points or instructions*   *which includes the aim , objective and the method to play for the player.*   1. *Once the player becomes familiar enough to maneuver through the game, he can lead himself back to the homepage through the button provided and linked to the homepage .* 2. *The third and the last button on the homepage , that is the Review button, leads the player to star-rate the game and write about his experience with the game .* 3. *Responsiveness has been added throughout the project so the game can be enjoyed by the player as to his specified screen dimension.* |
| *Lower level Approach to be followed:*   * *Share the details in points* | 1. *The game has been successfully maneuvered and programmed while making the use of HTML , CSS and JavaScript .* 2. *Responsiveness has been added throughout the code for a user-friendly experience so that the user can enjoy the game within his specified screen dimensions.* 3. *Usage of images have played a pretty major role in the project. From creating buttons and links on the homepage , to adding styles and adding characters and visuals to the actual game, all have been achieved through images .* 4. *The animation of the obstacles , motion of character, the collision factor have all been successfully achieved through JavaScript.* 5. *Background of the game screen has also been animated to create the visual of a moving character.* 6. *A proper star-rating has been made functional in the Review Page only through the use of ajax and radio buttons in HTML and styled and animated in CSS.* 7. *A Box for providing suggestions and reviews by the player has also been added By creating a form in the HTML page.* |
| *Advantage of the project with applicability:*  *Highlight the unique feature(s) of the project if any* | 1. *As they say “There is beauty in simplicity” , this game is both an entertainer and mental challenger, given the simplicity of the object.* 2. *With changing times and evolving technology, the generation gap can be bridged to some extent as the game brings the younger and older together for a real fun time.* 3. *The game can be enjoyed by a pro-level gamer to a kid, thus , making it age-friendly.* 4. *It’s an entertaining yet strategically thinking game requiring the player to invest a certain amount of brain power .* 5. *It’s a fun way to increase one’s concentration and competing spirit.* 6. *This game is user friendly and interactive made only using simple images without the need of using any other higher interface.* 7. *While many recent games consume a lot of RAM and CPU power, this project wins over these arguments and comes out victorious owing to its ability to be used even on a low end device without pressuring the system..* 8. *This project also beats the high internet consumption , unlike many other games.* |
| *Schedule for implementing the use case:*   * *Share the Tentative Date of Completion of Expected Deliverables* | |  |  | | --- | --- | | *Deliverable* | *Expected Date of Completion* | | *Idea Draft and Selection* | *(7th Feb 2021- 12th Feb 2021)*  *Completed* | | *Basic Layout* | *(13th Feb 2021- 27th Feb)*  *Completed* | | *Data Collection* | *(1st March 2021-19th March 2021)*  *Completed* | | *Project Template Design* | *(27th Feb 2021- 2nd March 2021)*  *Completed* | | *Coding and Implementation* | *(25th March 2021- 21st April 2021)*  *Completed* | | *Test run 1* | *(23rd April 2021) Completed* | | *Corrections* | *(23rd April 2021 - 3rd May 2021)*  *Completed* | | *Test run 2* | *(5 th May 2021) Completed* | |
| *Future scope of the project*   * *Share the details in points* | 1. *Changing and evolving technology has boosted the gaming market, providing this project a lot of room to grow and evolve .* 2. *Since the game targets all and sundry because of its convivial nature, it has the potential to gain popularity pretty quickly while continuously revamping the project.* 3. *Other high level interfaces like canvas can be used to add more hurdles and features making it more appealing and hence providing it a supposable place in the gaming market in the coming time.* 4. *Earning score and unlocking new characters can make the game furthermore competing and lively.* 5. *Players can be provided the option to unlock new themes and obstacles as they move on with the game and go on earning a score.* 6. *Daily challenges and weekly streaks can make the games well the player more consistent in hopes of earning major rewards.* 7. *Multiplayer features can be introduced in the project in the near future enabling the player to compete against different players and play along with friends .* 8. *Teams and leaderboards can be added to make the revive the competing spirit of the players while maintaining the fun element of the game* 9. *The future rejig of the game opens many possibilities to make the game more user- friendly and interactive while never losing its simplicity.* |

*DOCUMENT HISTORY:*

|  |  |
| --- | --- |
| *Created By* | *Parul , 2010991651 , Group-28, Chitkara University of Engineering and Technology, Chitkara University, Punjab*  *Pratibha Bhandari ,2010991662 ,Group-28, Chitkara University of Engineering and Technology, Chitkara University, Punjab*  *Prerna Gandhi , 2010991666,Group-28, Chitkara University of Engineering and Technology, Chitkara University, Punjab*  *Priyanshu, 2010991671, Group-28, Chitkara University of Engineering and Technology, Chitkara University, Punjab* |
| *Approved By* | *Dr. Srikanta Kumar Mohapatra, Chitkara University of Engineering and Technology, Chitkara University, Punjab* |
| *Month of Creation* | *May* |