Lee Painton

David Heale

ThomasRademaker

**Project Overview:**

*The Assembler*

The Assembler is a computer game which teaches concepts covered in CMP280. It will cover a plethora of topics with a particular emphasis on logic gates/circuits and assembly language (using the Little Man Computer as a basis for this). The completed project will represent a fully playable alpha release of the game which includes a tutorial for logic circuits and a fully functional LMC simulator, all bound by a unifying narrative.

**Reference Resources:**

All reference resources used in the CMP280course will be used in the creation of this game.

**Technical Resources:**

Computing equipment (desktops and laptops) are a given. We will also make use of Visual Studio 2010 Professional and Microsoft’s XNA 4.0 Framework for the creation of the game. Music and graphics will either by self-created using related software suites or taken from royalty free sources.

**Action Plan:**

Our team will work largely independently on separate modules of the project which we will then shortly before bringing the project into its alpha phase. Each coder will compile their modules into separate namespaces partitioned around their ability to update independently of other modules. We will use interfaces where necessary to allow interactivity.

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| --- | --- | --- | --- |
| **Milestone** | **ETC** | **Status** | **Member** |
| Attain basic C# competency | 11/28 | Done | All |
| Complete storyboard and design draft for game | 11/30 | Started | Lee |
| Finish LMC prototype with full functionality | 12/5 | Started | Tom |
| Obtain all candidates for music | 12/5 | Started | Dave |
| Complete prototype for Logic module | 12/7 | Started | Lee |
| Approve game music | 12/7 | Pend | All |
| Complete sprites for the game | 12/12 | Started | Dave |
| Complete prototype for LMC module | 12/12 | Pend | Tom |
| Complete music module | 12/12 | Pend | ? |
| Complete instruction manual for game | 12/14 | Pend | Tom |
| Complete unifying framework for all modules | 12/14 | Pend | ? |
| Complete alpha version of the game | 12/16 | Pend | ? |
| Complete poster for demonstration | 12/18 | Pend | ? |
| Prepare alpha demo | 12/18 | Pend | ? |