HSFC

CO3 – Programing Project.

‘Fireboy and Watergirl’

Rose Addison

Table of Contents

[Stakeholders 4](#_Toc8728591)

[Research – Identifying similar problems 5](#_Toc8728592)

[Web based solution 5](#_Toc8728593)

# Analysis

## Problem Identification-Description

The project I attend to code is ‘Fireboy and Watergirl’. It’s a 2d platform maze game where two characters, fireboy and watergirl controlled by the keyboard functions AWD and ←↑→. They have to move up the platforms on the board, collecting gems to pass into the next level. They characters have to jump over or avoid there corresponding ‘ponds’, fireboy can’t go in the water pond and watergirl can’t go in the fire pits, otherwise the level restarts and the player has to start again. The game ends when the charater reaches a dorr shich

# Stakeholders

My stakeholder are Seb Roffey, a 17 year old male who has had a lot of previous experience playing computer games. And my other stakeholder is my mum Ann Addison, a 60 year old woman who has very little experience playing computer games prior to the project. My proposed project age range is aiming for ages 10+, with neutral gender. Seb fits the criteria by being interested in games which focus on solving problems and using logic to win. Ann fits the criteria because she is looking for an insight into computer games because she is a therapist for children and is looking for a relatively easy gam which doesn’t rely on quick reflexes and has simple controls and not a complex ‘storyline’. And also because the game doesn’t have any violent themes it fits her needs perfectly. My stakeholders are different genders and ages which helps me get a range of opinions of my game and needs. Seb is interested in the game because he is looking for a game which he can play with his younger brother of age 11, which they can work as a team. Ann is interested because she is looking for a interesting introductory into gaming, which she can play with her clients, and the game takes her though the steps clearly.

Seb will be helpful in helping me achieve a game which has interesting features and is fun to play and challenging enough and keeps the players interested throughout the game and making sure it targets the correct age criteria. Ann because of her limited experience of gaming can point out to me when the game isn’t making sense, where I’ve skipped over because I had thought it was obvious, she will keep the game simple and clear for people who haven’t got experience in gaming. Seb will make use of my program by playing it with his younger brother who will share it with his friends. And Ann will make use of my game through learning how to play computer games with her clients and introducing them to games which doesn’t have a violent them which instead makes the user think though the game and use their brain to win and teamwork to win. Which will help them in building relationships thought something they can relate to and enjoy.

I attend to use my stakeholder’s through each stage of the project and use their feedback to improve the design and the way the game works.

# Research – Identifying similar problems

## Web based solution

-Twin Cat Warrior

-The Prince and Princess Elope

-Get My Pill

-Snow Bros. (1990 arcade game)

Snow Bros. is a 1990 platform arcade game. The game supports up to 2 players, each taking control of one of the two snowmen. Each player can throw snow at the enemies until they are comply covered and turns into snowballs. An enemy partially covered in snow cannot move until it shakes it off.

Meh