**The Problem, Feasability, and Formal Specifications**

*Seb Holzapfel*

**Name:** Metanact

**In a sentence**

**Metanact is a fast-paced, rogue-like, 2D action space-shooter; levels taking place within the client’s own file system.**

**The problem**

Increasingly, modern computer systems strive to hide the details of their operation, as not doing so is seen to be bombarding the user with extraneous information they do not require to complete tasks. This is not a phenomenon that is completely beneficial to society because, although computer users do not have to know of inner workings and technical details, it *is* important to understand the underlying complexity of their operations, perhaps to educate, or if only to sympathise more easily when, for example, their computer crashes.

Briefly, to my knowledge there is no educational, entertaining, highly interactive application which illustrates the complexity of (specifically) a computer’s file system. Hence, this is a *need* which my solution will attempt to fulfil.

**High-level objectives** (The solution should)

* Educate players somewhat as to the underlying structure of their filesystem
* Employ a sparse range of content to keep the player interested
* Provide intuitive game mechanics that can be easily familiarised with
* Operate in a stable manner on multiple operating systems

**Boundaries**

* **Time**, we are allocated a little more than 3 terms to complete the project
* **Lack of parallel labour** as this is not a team project
* **Performance requirements** are strict as in any game, (current aim is >40 FPS on an intel HD integrated graphics card)
* **Distributed program size** is aimed to be under 100MB.

**The solution and it’s feasability**