

# ICS 4UR Group 4 Summative

## Project Scope Document

<b>Project Title</b>	Homebase Defence
<b>Project Manager</b>	Jaimil Dalwadi
<b>Deadline</b>	November 9 <sup>th</sup> 2020

### Team

<b>Software Development Team</b>
Jaimil Dalwadi – Project Manager Sam Assareymuriyil – Lead Programmer Harsh Shah – Technical Writer Vinay Reddy – Graphics Designer Jainil Majmudar – Systems Analyst
<b>Client Contact Person Name and Position</b>
Ayush Vora – VP of Outreach and Relations

### Problem Statement

<b>Project Background</b>
<i>The nostalgic feel of a classic arcade game is something that everyone misses in modern video games. In the effort to bring the style back, this product has been developed for everyone to enjoy on any device.</i>
<b>Stakeholders</b>
Ayush Vora – VP of Outreach and Relations Ajinkya Bhosale – Producer

<b>Users</b>
Ayush Vora – Client Contact Ajinkya Bhosale – Producer Mr. So – End User/Customer
<b>Risks</b>
<i>Time is a major problem in making this project with the given deadline. Bugs and other issues may arise while making the game which can waste a lot of needed time. Due to the high difficulty of programming this game, output quality and design may be at risk.</i>
<b>Assumptions</b>
<ul style="list-style-type: none"> <li>- The basic draft of the game will be ready for testing by November 5<sup>th</sup> 2020</li> <li>- The testing, editing, and bug fixing will be complete by November 8<sup>th</sup> 2020</li> <li>- The game will be complete and ready for launch by November 9<sup>th</sup> 2020</li> <li>- If completed before the deadline, extra features will be added</li> </ul>

## Vision of the Solution

<b>Vision Statement</b>
<i>To recreate the classic look and feel of an arcade game in a new, engaging video game; <b>Homebase Defense</b>, available on all modern computers without using emulators.</i>
<b>List of Features</b>
<ul style="list-style-type: none"> <li>→ High score: Display top 3 scores of the user on the device.</li> <li>→ Power Ups: Bonus effects such as speed ups or high damage shots.</li> <li>→ Music: Regular game Music</li> <li>→ SFX: Sound Effects for enhancing gameplay</li> <li>→ Customizable ship: Users importing their own ship designs or selecting others.</li> <li>→ Health Bar for Mothership: An animated health bar for the ship being protected.</li> <li>→ Random Asteroid Size: Create asteroids of random sizes (+size = +damage).</li> <li>→ Random Asteroid Shape: Variable asteroid shapes.</li> <li>→ Opposing Ship: Enemy ships randomly spawn, shoot back, and do damage.</li> <li>→ Survival Time: Game keeps track of time of survival and adds to the high score.</li> </ul>

<b>Features that will not be Developed</b>
<p>Due to the limited amount of time given to complete the project, some features may not be developed. These include:</p> <ul style="list-style-type: none"><li>→ Power Ups</li><li>→ Customizable Ship</li><li>→ Enemy Ships</li><li>→ Music</li><li>→ Random Asteroid Shape</li></ul>