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| --- | --- | --- |
| Individual report **Directions** **To design and develop a game of “三国华容道” based on mobile application development technologies.**  **诸葛亮智算华容**  C:\Users\Administrator\OneDrive\Course\IMD\Practice\三国华容道\1.jpg  **关云长义释曹操**  C:\Users\Administrator\OneDrive\Course\IMD\Practice\三国华容道\2.jpg | |  | | --- | | **full Name:****Student ID:** |  Executive Summary**REPORT NAME:**  **Features summary**  INSTRUCTIONS: Briefly summarize the main features and the unique/special things about your game.  **Solution summary**  INSTRUCTIONS: Briefly summarize the tools and technologies used in your game. |

### Screenshots and scenarios

|  |  |  |
| --- | --- | --- |
| Scene 1 | Scene 2 | Scene 3 |
|  |  |  |
| Description: | Description: | Description: |

|  |  |  |
| --- | --- | --- |
| Scene 4 | Scene 5 | Scene 6 |
|  |  |  |
| Description: | Description: | Description: |

### Technologies specification

**Frontend Design and Implementation**

INSTRUCTIONS: Provide additional detail about the **frontend** design and implementation in your game which should include:

* UI (User Interface)
* UE (User Experience)
* IxD (Interaction Design)

**Backend Design and Implementation**

INSTRUCTIONS: Provide additional detail about the **backend** design and implementation in your game which should include:

* Game strategy
* Service architecture
* Logical algorithm
* Data storage

### Operations specification

INSTRUCTIONS: Describe any important software, hardware, or other information technology that you have used to operate your game. That might include a register solution for managing your users, an achievement system to attract attention, a notification and feedback service for optimizing your game, a payment service for profit, and so on.

### extensions

**Game Distribution**

INSTRUCTIONS: The game is supposed to be an installable and usable mobile app including necessary interaction with its backend service. Provide the URLs about your game:

- The source code URL: it may be github.com link, coding.net link, or other available link.

- The released app URL: it may be Android online store link, Apple online store link, or other available link.

- The game video (<1 minute) URL: it may be .mp4, .mov, or other available video format.

**Conclusion and Expectations**

INSTRUCTIONS: Summarize your project and give future expectations about yourself and this course.

### appendix

**Note:**

1. This report should be a Microsoft Word or PDF document **no more than 12 pages**.

2. Each student should submit an individual report to **18720429@qq.com** named “**studentID-Name.doc/.pdf**” before **June-15-2020.**

3. If your game has been deployed in a certain app store, it will be appreciated and may get higher final score.

**Fiction Story:**

“诸葛亮智算华容，关云长义释曹操”，是世人皆知的一个故事，也是《三国演义》中的重点篇章。

小说写赤壁战前，诸葛亮算定曹操必败走华容，且夜观天象，曹操不当身亡，考虑到曹操与关羽有恩，于是派关云长把守华容道，留个人情与关羽做。小说又写曹操果然由乌林向华容道败退，并在途中三次大笑诸葛亮、周瑜智谋不足，未在险要处暗设伏兵。

然而，一笑笑出赵子龙，多亏徐晃、张郃二人双敌赵云，才使曹操得以逃脱；

二笑笑出张翼德，又是张辽、徐晃二将抵挡张飞，使曹操再次脱险；

三笑非同小可，笑出了关云长，且又在有一夫当关之险的华容狭路上，加之曹军几经打击，此时已无力再战，无奈，曹操只得亲自哀求关羽放行，关羽念旧日恩情，义释曹操，使曹操得以回到江陵。

后关羽为孙权所杀，人头交由曹操，曹操为其塑木制身体。