Designer Story:

Our aim as a team is to build a single-player game that allows users to build their own campus. For the first iteration, we decided to keep things simple, focusing primarily on implementing what was required for the first iteration of the game according to the product brief.

When the game starts, background music is played, a menu displays a clock and the options available to the player. The player is able to select a building from the menu buttons and place it on the map. In future iterations, we intend to introduce triggered events, a win condition, and customizable paths.

Start Screen

Where user can start the game.

Stereotypes: Controller, Interfacer

Initiates the game;

Initiates the background music.

Game Screen

Building Menu

information. Stereotypes: Information holder

Displays game time;

Displays different building types

buttons:

Has a building counter

Game Screen shows the user available options and provide key

The interface where the game will be played.

Stereotypes: Controller, Interfacer, Coordinator

Displays the game menu;

Has a background music and

sound effects: Has the map;

Building Menu

Buildina Manager

Map

Timer

Tracks the game time.

Stereotypes: Information holder, coordinator

Controls when the game is paused/resumed;

Calls a Manager to end the game

when it hits 5 minutes.

Game Screen

Building Menu

Spots collisions of objects on the

map.

Building Manager

The tool used to build the campus.

Stereotypes: Controller, Structurer, Coordinator

Selects a building from menu; Places a selected building onto the

Game Screen

Game Screen

Timer

Map

Map

Where the campus will be built on.

Stereotypes: Structurer

Has set paths; Knows its free areas: Knows its dimension. Game Screen