2010 Winter CIS 297 – Final Project

Instructor: Evan Musu

Initial date: 03/25/2010

Game Document & Presentation Due: **04/08/2010**

Game Due date: **04/29/2010**

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| Executive Summary   * Abstract of game story * Game play and appearance * Development specification   Product Specification   * Production team description * Target audience * Game play * Production tools | Game Specification   * What is it like to play the game? * Interface mockup * Summary of story line * Character bibles * Flowcharting * Level or scene outlines |

**Executive Summary**:

Story: there is no story for the game. You play as an inanimate object and your only goal is to set as high a score as possible.

Gameplay and appearance: The player controls a rocket ship. The ship only travels upward and the point of the game is to travel as far up as possible. There will be an ever decreasing fuel gauge which can be replenished by power-ups that appear randomly. Other power-ups may increase rocket speed or reduce fuel-consumption temporarily. Once the ship has achieved a high enough height, there may be collision objects (meteors) and a shield power-up will be available.

Development specification: This is a one-person project and will most likely be developed in XNA Studios 3.1. It should take around 2 weeks to complete (working on and off, in between other course homework).

**Product Specification**:

As stated already, this will be a one-person project. The target audience will be composed of casual players. This style of game is often found as a flash game, so most users will play very few sessions, ranging from 3-10 minutes.

Game play: One person game. It is preferable to use the d-pad or keyboard, though player can also use analog sticks. There is one “life”. Once you run out of fuel, your ships falls to the ground and the game ends. User can collect floating power-ups to aid in their ship’s travel upward.

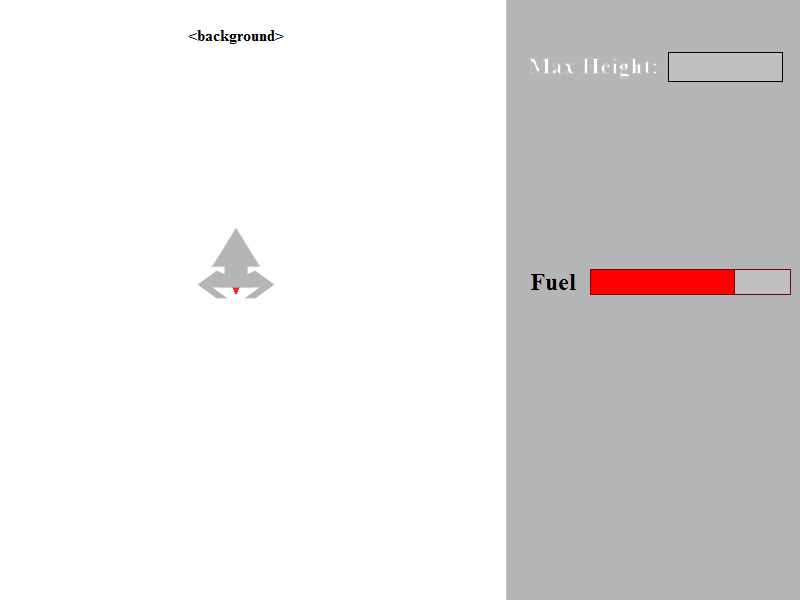
Production tools: Images will be created using MS Paint and Photoshop. Audio will most likely be from royalty-free websites or extracted from other games. Most likely to be developed in XNA Studios 3.1.

**Game specification:**

* What is it like to play the game?

It should be fun.

* Interface mockup



* Summary of story line

Your name is unknown. You are a fugitive and on the run. You are trying to get as far away as possible from the planet.

* Character bibles

Fugitive:

Name: unknown

DOB: unknown

Summary: You are wanted for disrupting the peace in the US.

* Level or scene outlines

There’s really only one level. It just loops until you run out of fuel.

# REVISED

I really wanted to do a game like the one found at: <http://www.ferryhalim.com/orisinal/g3/bells.htm>, but I couldn’t finish it.

I decided to try and get it working before changing the art objects (ship and fuel packages).

As is, I have the circle as the ship and the bars as the fuel packages. I think I would have changed the packages anyways as they would have been too small.