

Instructions

Define Problem

- Read the APP B38-3.3 (DOCUMENTATION PACKAGE) OR APP B38-3.4 (WEBSITE) project documentation provided

Create Specifications and Requirements

- Using the project documentation, review the specifications and requirements.
- Combine the list of three questions that you and your teammate each brought to class into a list of three or more questions you and your teammate have concerning the project requirements.

Create Design Concepts

- Determine and document the criteria that will be used to select the best design idea.
- Brainstorm a minimum of five videogame ideas and the features required for the game.
- From the brainstorming ideas, select the best game to meet the design specifications.
- Complete the Project Proposal Form including:
 - The name of the game and a brief description.
 - The basic features of the game. See requirements in APP B38-3.3/APP B38-3.4.
 - A minimum of five additional features for the game. Note, not all additional features will be selected for you to complete depending on the complexity of your game.

Design Solution

- Represent the idea using an algorithm, flowchart, or pseudocode.

Document

- Create a document that includes your 3+ questions, selection criteria, 5+ brainstorming ideas and game features, best idea, and representation of the design solution.
- Submit a PDF of the document to Carmen according to the DAL.

Project Proposal Form

Instructor: **Harper** Section: **8:00AM** Team Name: **RIDE THE COTA**Team Members' Names: **Roger Roettger, Jake Veney**

Game Console: Proteus C/C++

Game (include a brief description)	Ride the Bus Player is given four cards. First guess red or black, then flip. If correct, move on. Next the player guesses if the next card is over or under the previous card. If correct, the player then guesses if the next card is outside or inside the previous cards. If correct, the player guesses the suit of the last card. If the player guesses wrong at any point, they are given four new cards and then start over.
Basic Features	<ul style="list-style-type: none"> • Menu to start • Asks to play, rules, stats, credits • Shows user four cards on the screen • Buttons on touch screen to make selections • Counts number of rounds in order to win the game • Randomly selects a card from deck, without replacing it • Once the user uses all 52 cards, message pops up telling them they lost • Brings user to new menu, asking to play again, show stats, or quit
Additional Features	<ul style="list-style-type: none"> • Multiplayer mode offered • Speed Round (timed guessing) • Enter name so the program can store high score • Custom game mode (Add more cards than four to guess more) • Easy or hard mode

Instructor Approval – Do Not Fill Out

Approved	Modifications Required
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