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: Schlosser Section:8:00AM Team Name: Dream Team

Team Members' Names <u>Foster Hinton</u>

Game Console: Proteus C/C++

Game (include a brief description)	Dinosaur game from google chrome. The player controls a dinosaur that can jump and duck. While the dinosaur runs the player has to jump over randomly generated cactuses and pterodactyls.
Basic Features	Jump and duck control Score keeping Player can lose if they hit an obstacle Start screen and ability to play again
Additional Features	Instructions on start screen high scores credits on start screen random generation of multiple sizes of cactus and multiple lanes of pterodactyl flight

Instructor Approval – Do Not Fill Out

Approved	Modifications Required

George Hinton.182
Cameron Foster.1142
Dr. Schlosser 8:00 AM
Questions
1. Does our game need to be real time or can it be turn based like an rpg

2. Will we make some agreement with our partner about who will do what jobs for the project

3. Will we be allowed to use input/output pins on the proteus or will we have to just use the touchscreen?

Design Ideas
1. Snake
2. Reaction time- shootout
3. Space invaders
4. Dinosaur jump game
5. War card game.