

Department of Computer Science, Clemson University
CPSC 681, Hand Held Game Platforms
Contract Description

Dan Morella
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1. General Description

The goal of my project is to create a fun addicting game that stimulates visual and mental problem solving. The game will consist of two parts. The first part will be a simple maze that spans multiple screens. The second part will be a series of brain teasers or puzzles.

On the top screen there will be a display of the entire maze with checkpoints marked. As you progress through the maze, a single line will trace your progress. On the bottom screen you will have one section of the maze enlarged so you can attempt to work your way through. A little avatar will mark your current location. Using the stylus, the user will click on the avatar and drag it along to progress through the maze.

When the avatar reaches the edge of each enlarged section of the maze, the user will be required to solve a brain teaser before moving onto the next part of the maze. During the brain teaser part of the game, the top screen will present a puzzle, either written, or visual. The bottom screen will display a set of answers that the user can select or a space that the user can draw or write the answer.

Scoring for the game will be based on the time it takes the user to complete the mazes and brain teasers. The time will add up during the maze section of the game. When the brain teaser starts, there will be a timer that counts down to zero and then back up. If the user answers the brain teaser before the time reaches zero, the time on the clock will be subtracted from their maze time. If they take longer, the time after zero will be added to the maze time.

Ideally the game would have the ability to automatically generate new mazes each time the user played, but realistically this semester I hope to make the game with one complete maze that does not change.

2. Five Milestones

The five milestones will be:

1. Game story boards to describe the game. A top screen with a written brain teaser and a bottom screen with multiple choice answers.
2. A top screen with a written brain teaser and a bottom screen with multiple choice answers that are selectable with the stylus. A simple maze graphic on the bottom screen.
3. A simple maze on the bottom screen and an avatar that can move through it.
4. A maze on the bottom screen and an avatar that can move through it, when the avatar reaches the end of the stage, the brain teaser is displayed.
5. A full maze on the top screen that tracks the user's progress. The maze and brain teasers. A timer that calculates and saves scores. An intro and scores screen.