Project 2 ::Prototype Report

Title / Category   : Snake and ladder / Game (Intro to Pencil Drawing / Digital Book)
UID Subject Matter   : Pencil Drawing

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Practical Class   : P06
Practical Lecturer   : Mr Woo Boon Seong

Content

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Advanced Multimedia Development

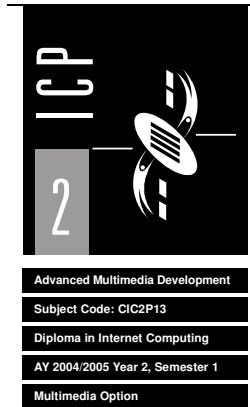**Subject Code: CIC2P13**

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Multimedia Option

Introduction

This project is developed for …
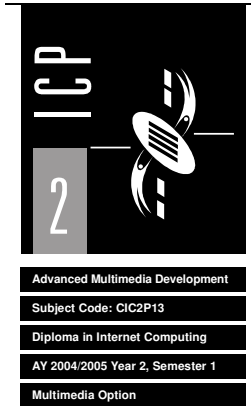
The subject matter is …

The target audience is …

I want to achieve …

Others … …

Others … …

(you do NOT need to follow the above pointers)

Game Rules
or Digital Book Requirement
(choose 1 above)

To review the specification … we need to …

The objective of Tic Tac Toe is to get three in a row. You play on a three by three game board. One player …….. X's and ……………. O's. Players ………. their X's and O's on the game board until either opponent has three in a row or all nine squares are filled. X's always go first, …………………………………………………………. the stalemate is called a cat game.

In a One Player Game you play against the computer. You may go first if you select to be X's, otherwise …………………………………………………………………………….
In a VS Game you will play against a real human …………. They may be anywhere in the world …………………………………………………………………………. soon.

In a Two player game you play against another person who is using the same computer as you. This means they must be sitting right next to you. Usually this is ……………………………………………….. or if you ………………………………………………………………………. play Tic Tac Toe.

The objective is to throw the bolos at the target. Points are scored by ………………………………………………wrapping the bolos ………………………………………………….. of the rungs (a point for each rung the bolo wraps around).
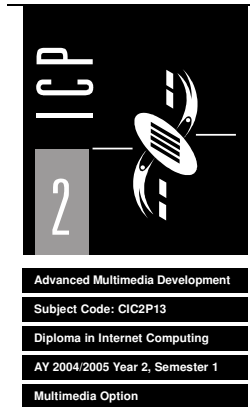Players take turns (if playing with a single set), or go head-to-head (with two or more sets).
The bolos are made from a ……………………………………………. attached to each end.

To score ……
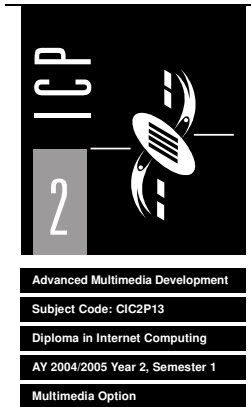To win the game …..
To lose the game …..

Informal Design
(Major Tasks / Sub Tasks)

Major Tasks

1. Obtain Art
   - Subtasks:
     - i. The critter
     - ii. The critter's home
     - iii. The mouse pointer
     - iv. The target
     - v. The score display
2. Script Organization
   - Subtasks:
     - i. Frame 1 Frame Script to control the game
     - ii. Instance Scripts attached to instances
     - iii. Develop line of communication between different pieces of scripts
3. Bat chases (follows) the user's mouse pointer, If Bat reaches pointer, …
   - Subtasks
     - i. Move the bat
     - ii. Test to see if the bat has caught the mouse
     - iii. If the mouse has been caught,
     - iv. test for a high score
     - v. reset the score
     - vi. reset the speed
     - vii. move the bat home
4. Target when clicked, move randomly …
   - Subtasks:
     - i. Increase the score
     - ii. Increase the speed
     - iii. Move the bat home
     - iv. Move the target randomly
5. Testing

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Storyboarding

Please draw the storyboard... and show navigation ...

You may use/follow the storyboard template from project 1...

If you draw new storyboard, please make sure the aspect ratio is 4:3 for each box ...
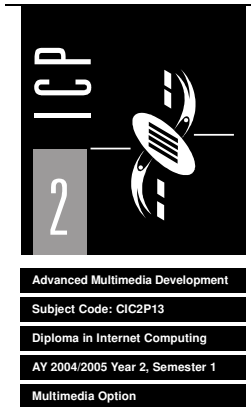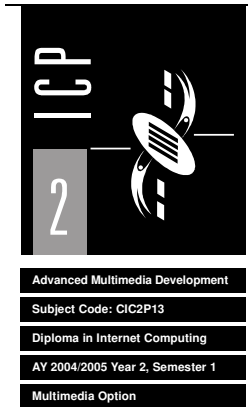
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Project Timeline
(Relate to sub tasks)

Table … week by week … relate to sub-tasks

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Appendix 1.
Working game skeleton (prototype) code

Print out the ActionScript Codes for games / digital book