

Project 4 Mobile device first person shooter

Concept of Operations

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Modification history:

Version	Date	Who	Comment
V.0.0	9/12/2014	Seiji Uchiyama	Establishment of concept of operations

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The Proposed System

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The Proposed System: Needs

- Software: Game engine, Text editor.
- Hardware: Testing mobile platform.

The Proposed System: Proposed Software

- Engine: Unreal engine 3
- Notepad++

The Proposed System: Proposed Hardware

- Ipad
- Ipad mini

The Proposed System: Users and Modes of Operation

Hosting user: A hosting user can pick the rules of the game he is hosting. These rules are as follows: (Round time, Number of rounds, Round score limit, Game mode).

Joining player: This user joins a game hosted by a hosting player and plays with the rules set by the hosting player.

Team play: In this mode of operation players are put into teams play against the opposite team.

Free for all: In this mode all users fight against one another.

The Proposed System: Operational Scenarios

Typical: Users are given the choice or either hosting or joining a game already being hosted by another user. Hosting users can pick from a variety of options to modify the game rules (Time limit, score limit, etc.). Users will be able to utilize a variety of weapons through out the game.

Atypical: Users might experience a delay in the actions of the hosting user. Connectivity errors might disconnect users from games or make them unable to join a game.

The Proposed System: Operational Features

Must Have: Multiplayer functionality, Playability, Ease of use.

Would Like to Have: Replayability, Excitement.

The Proposed System: Expected Impacts

A fun yet simple Multiplayer first person shooter which could be accessed on the go in situations when you need to occupy some time either on the users free time.

The Proposed System: Analysis

Disadvantages: Lack of physical input mechanisms in the ipad, ipad mini

Limitations: Limited resources in mobile platform

Risks: Compatibility issues with engine and mobile platform, Lost of functionality due to mobile platform.

Alternatives and Tradeoffs: Utilizing a different engine, Different mobile operating system.

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