Mobile First Person Shooter
High Level Design
COP4331, FALL2014, 2014

Modification history:

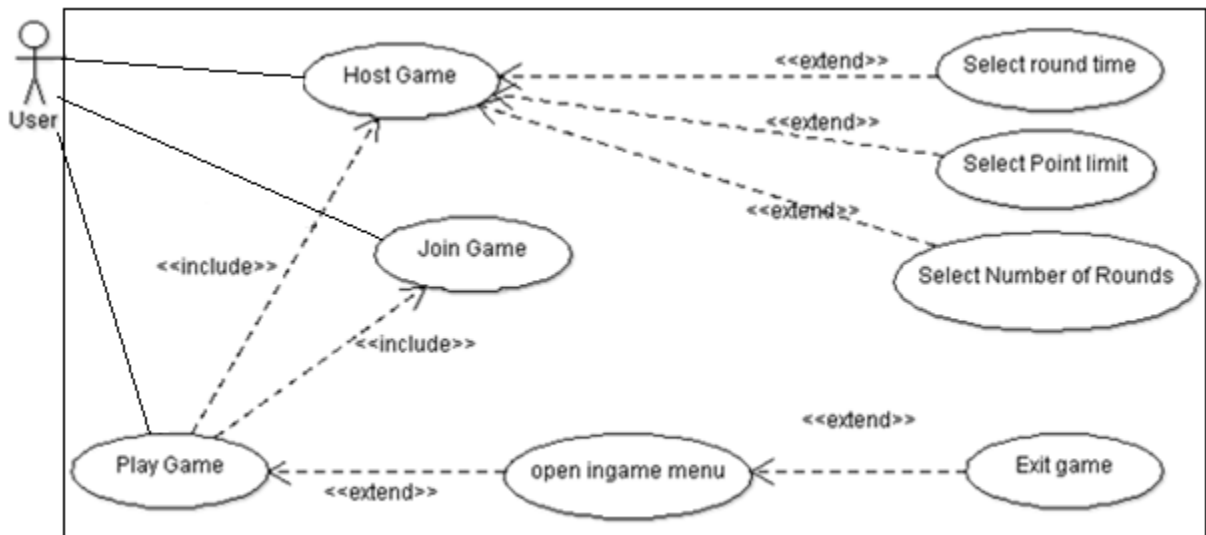| Version	Date	Who	Comment
V.0.0	9/12/2014	Seiji Uchiyama	Establishment of concept of High Level Design
V.0.1	10/18/2014	Raymond Cload	General grammar editing

Team Name: Group 7

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1. Game Architecture:

The system starts at a menu where the user decides to either host a game or join one. If the user selects host then will be prompted to set game rules such as round time, point limit, and number of rounds. If the user selects join then they will be prompted to enter the IP address of another user who is hosting. When in game the user can open an in game menu to exit the game. During play the user can move, shoot, and pick up weapons.

2. Design Issues:

1. Reusability:

This software can be renewed through expansions or addition of content like new weapons or maps to make the system more reusable.

2. Maintainability:

Patches and updates can be implemented thought the App Store for IOS devices.

3. Testability:

The game will be tested through different stages from the prototype stage all the way to the beta stage of the game where testing will be done in platform (IOS) for final testing.

4. Performance:

The game is expected to perform at 30FPS to follow NTSC standards.

5. Portability:

The game will be working on portable devices running on the iOS platform.

6. Prototypes:

We will go through various prototype stages. The initial prototype will run on Windows and will implement the basic functionality of the game. Second a prototype to test the multiplayer functionality running on Windows. Third and final prototype will run on IOS to test the controls and multiplayer functionality on IOS. This will let us find strategies on to how to implement the controls on IOS devices.

7. Difficulties:

We expect difficulties with the design of the control scheme on IOS devices given the lack of hardware buttons and screen real-estate.

Concept of operations created by S. Uchiyama (seiji.uchiyama@knights.ucf.edu) on September 13, 2014.