

Analysis Phase – ICS3U0 – Unit 6 Grid Game

Specifications List

This is a list of overall specifications to give you an idea of the game requirements.

- The game should be a grid game or grid puzzle.
 - There should be pieces for players to move.
 - No animation is allowed (unless you make an animated gif, that is allowed).
 - There must be a winning condition or a score or both.
 - It can be a one player or two player game – whichever is easiest.
 - Arrays should be used.
 - There should be an extra features – probably a new Applet widget.
 - There should be multiple screens.
 - The screen size cannot be larger than 1000 x 700 pixels.
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- Methods are required.
 - No methods should be more than 30 lines.
 - There should be comments to make easily adaptable.
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- There should be a unified theme to make the game more customized.
 - Instructions are needed throughout the game.
 - You should use good UI design principles.
 - There should be a single unified colour scheme.
 - Pictures should be used. There should be font changes.
 - There should be titles.

A more detailed list can be found in the [AlphaTesting](#) sheet AND on the [Code Phrase Self-Evaluation](#).

