## Project Description and Objectives

## Problem Definition

*"Gaming has blasted its way into the mainstream to become a multi-million dollar business, rivalling the film and record industries."* - Quoted from reference [1]

The project will research and show how the expanding field of computer games design and implementation is related to Computer Science concepts and techniques. A game will be created as an example, ensuring it is clear how the game relates to this field. The development of the example game must show how Software Engineering techniques can be applied to game creation. At the end of this project an opinion on whether or not these techniques are helpful will be given.

In addition to the above there are also requirements which the developed game will meet as explained after a context survey of similar work has been performed. In general the game must be original yet fun to play and not require any special or high-quality hardware to run.

## Main Objectives

The main objectives of the project are listed in order of priority.

1. Research and explain the emergence of computer game design and implementation as a branch of Computer Science. Explain how this relates to the game that will be created giving terms of reference that relate its development to Computer Science.
2. Show how Software Engineering techniques can be applied to game creation.
3. Give a conclusion stating whether or not the use of Software Engineering techniques was helpful in terms of game design.
4. The game created must be original in some way in terms of gameplay, style of graphics or concept, for example.
5. The game must not require any special or high-quality hardware to run.

## References

[1]    Title: BBC NEWS | Technology - Gaming comes of age
       Website URL: http://news.bbc.co.uk/2/hi/technology/2583697.stm