

Slice It!

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Background: In today's world, there are a lot of games being deployed every now and then. The complexity of each seems to be rising as we can see the vast difference between 'Contra' and the realistic imagery in FIFA 2011. With improvements in clarity of objects on screen comes the price of hardware requirements. Nowadays games need a lot Gbs of disk space and as well as graphics card for it to run at its optimal level. In addition, Gaming environment is no longer limited to personal computers. Nowadays they are being migrated to cell phones.

This is what the platform would be for our project – a simple game for a windows phone.

Purpose: The project aims to implement a game, which is simple, easy to understand as well as navigate. The system puts forward a striking graphical user interface, with no disfiguring of the images on-screen. Its user friendly - not having too many keys to remember, a few Mbs of disk space requirement and definitely does not require a graphics card. The game is developed for a Windows Phone.

Game Description: The game is titled "Slice It!" – perfect complement for what exactly needs to be done in the game. The main aim is to split the objects which float across the screen via movement of the mouse. If the user misses the objects before they move out-of-view (off the screen) he/she gets a negative point while vice versa, the score will be incremented positively. To puzzle the user, there will be instances when a "bomb" would be moving across – the user should avoid touching these objects else the game will end.

Startup screen: When the user runs the game, the first screen encountered includes the below icons:

- a) **New Game** - Runs a new instance of the game.
- b) **Continue Game** - Reloads the previous session, if there exists one. If there isn't any, then this option will be disabled.
- c) **Instructions** – Describes how to play the game
- d) **Levels:** 3 Levels of Difficulty will be implemented namely Amateur, Intermediate, and Expert
- e) **Modes:** *This is a unique addition to game.* Different environments will be simulated giving a different look and feel to the interface in each option selected.
- f) **Top Score:** The scores will be stored in a database and the highest among the scores will be displayed.
- g) **Exit:** This will close the game.
- h) **About** – Brief description about the game.

Technology and Tools: The game will be developed using Microsoft XNA Game Studio 4.0. This is a development environment which uses Microsoft Visual Studio 2010 SP1 and employs the language of C#. Also used is the Windows Phone SDK v7.1. SQLite will satisfy the requirements of the database.