

# Haven the Video Game

---

Travis Bolinger

Mat Knapp

Brian Pearce

# Overview

- Abstract
- Imagine Cup
- Process
- Difficulties
- “Undifficulties”
- Conclusion
- Demo

# Abstract

- Haven the Video Game was developed to complete a Senior Design course at the University of Wyoming, with the goal of creating a game that would comply with the guidelines set forth by Microsoft's Imagine Cup.

# Microsoft's Imagine Cup

- 2010 Theme- Raise Awareness of The Millennium Development Goals decided by the UN
  - **Ensure environmental sustainability**
  - **Eradicate extreme hunger and poverty**
  - **Achieve universal primary education**
  - **Promote gender equality and empower women**
- Microsoft's XNA Game Studio 3.0, Visual Studio and/or Silverlight

# Process

- Brainstorming for ideas
- Designing and specifying game goals
- Choosing a platform
- Creation of a comprehensive design document
- Implementation of the game

# Difficulties

- Finding an Artist
- Saving the Game
- Integrating Artist Version of Map
- Control Panel interacting with Player

# “Undifficulties”

- Drawing to the screen
- Map Scrolling/Zooming
- Tool tips and onscreen messages
- Adding Sound

# Conclusion

- Project Status
  - Success? Although we missed submitting our game to Microsoft's Imagine Cup, we have a game that is stable, and almost fun to play.
- What we would change
  - Lower the scope of the game
  - Implement AI and/or Multiplayer
  - Better initial design document



Demo Time!