

The purpose of our project is demonstrating a user interface for Game Creator. The Game Creator application is a rapid game development and learning tool for mobile games. The goal of the project is to establish a user interface that allows game developers and students alike to quickly develop mobile games with little or no exposure to the source code.

- **What is the task, and how does it relate to the class theme?**

The task is to build a simple game for mobile devices, such as cell phones, palm platforms, and simulators.

- **What are the main activities in the task?**

The task consists of the following activities:

- 1) Establish shot
- 2) Add game state
- 3) Completing game states
- 4) Go to actors
- 5) Add Actor
- 6) Actor with states
- 7) Actor with trigger
- 8) Completed actor list
- 9) Preview of actors
- 10) Running game

- **What assumptions are made about the users? Examples are: user groups, user capabilities (computer literacy, ADA considerations), motivation?**

We assume that there will be two types of user.

The first type is first year students learning how to develop games. We expect that these students will have little or no programming experience.

The second type is experienced game developers, who need a tool for rapid game prototypes.

- **What resources are needed to perform the task?**

Game Creator is in preproduction and is not yet available for the public. It will initially be supported on Windows XP.

- **What additional resources are available for related tasks?**

The Project Fun application by DigiPen is a similar rapid game development tool. However, it is only available through DigiPen.