

Risk Analysis

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- Print Queue
 - **Importance:** Print queue requires a timer and a meter. Neither of which are built in, leading us to be suspicious of how easy they are to implement. Also, as it is *the* indicator of the game state, it is critical to our gameplay.
 - **Basic Print Queue:** Numbers at the bottom of the screen of the form $\frac{x}{y}$ where x is the current value of the print queue and y is value necessary before the game ends.
 - **Advanced Print Queue:** Critter-based queue at the top of the screen (just above the main game area).
 - **Assigned:** Ryan
 - **Alternative:** If neither of the print queues above can be reasonably implemented, then the game will instead end when a certain number of the printers are simultaneously broken.
- Fix Printers / Getting Supplies
 - Need to handle the collision between the player and the supply cabinets and the printers.
 - Also need a variable that remembers whether the player currently has supplies.
 - Ideally, printer icons will change when they are broken and change back when they are fixed.
 - **Assigned:** Paul
 - **Alternative:** Supplies will not be required to fix printers. The player need simply walk up to a printer and it will be magically fixed.
- Bitmaps: Making / Incorporating
 - We don't really know how graphics work and how hard it is to incorporate bitmaps. This needs further research.
 - Also, we need to make the actually bitmaps themselves.
 - **Assigned:** Cal
 - **Alternative:** If we cannot get bitmaps to work, we will rely on the built-in polygon drawing routines in POP.
- Enemy Movement / Interaction with player

- There are a lot of variables that change the enemy movement AI. These need to be looked into for a movement pattern for the enemies that is at once believable, reasonable to implement, and poses a significant annoyance to the player.
- **Assigned:** Cal and Paul
- **Alternative:** If enemy movement turns out to be truly taxing, enemies can be removed entirely. While this will make the game slightly less interesting, the end product will still be perfectly playable. More likely than total failure, we might have to settle on a less than optimal enemy movement AI.