

Project Charter: Team 38

Team Members: Andrew Batdorf, Conner Isaacs, Dillon Davis, Rex Suter, Vijay Viswan, Zachary Williams

Problem Statement: Purdue's Computer Science department is large and difficult to fully learn about. Currently, there is not a fun way to get to know the CS Department at Purdue. This procedurally generated, dungeon-crawler game is based off the CS Department and buildings, allowing for students to get to know the Department in a fun and interactive manner. This method will be much more enjoyable than simply looking through CS websites and papers for information about the department.

Project Objectives:

- Develop a dungeon-crawler game - which is where a hero navigates a labyrinth, battles enemies, and loots treasures - based around Purdue's CS Department
- Procedurally generated game rooms
- Waves of enemies students must defend against using CS related items
- Boss waves with added mechanics related to the CS department

Stakeholders:

Project Coordinator - Jonathan Grider

Project Manager - Zachary Williams

Developers - Andrew Batdorf, Conner Isaacs, Dillon Davis, Rex Suter, Vijay Viswan, Zachary Williams

Users - Computer Science students at Purdue University

Project Deliverables: This game will have CS themed rooms, weapons, bosses, and challenges. In addition to the themes, the rooms and available equipment will be procedurally generated, allowing for a unique experience each time it is played. However, the waves that are a major part of the game will be the same throughout.

1. CS Themed Rooms: These rooms, since they are procedurally generated will not be exact rooms related to the CS department, but they will have recognizable features.
2. CS Themed Weapons/Equipment: These will be related to CS Courses as well as stereotypical CS student items.
3. CS Bosses: This will be hierarchically relevant to the CS faculty department.
4. CS Challenges: These will be based off of challenges CS students often face during their time at Purdue.
5. Procedurally Generated Rooms: These rooms, although unique each time the game is played, will have restrictions to make sure the rooms do not become too outlandish.

6. Waves: The waves in this game are similar to zombie waves in other games, but it will be related to the CS department at Purdue.