Project Proposal Part 1: Proposal Document

In this project we will be writing a program proposal for an application. In many ways, this is the MOST important step in designing and building a computer application. The planning and construction of a reasonably complex application represents a formidable investment in time and resources. A solid plan for your project is essential before and company in the world will fund it.

Below, you will write an introductory project proposal to simulate the initial pitch an application design goes through as part of being approved to be built. As you complete each section below, please erase the instructions for the section and add your content.

# Complete each section of the document below.

Team Name: Team Skull

Application Name: Hammer Hands

Project Description:

Inspired by games such as Bubble Bobble and Ice Climbers, Hammer Hands aims to be a fast-paced, arcade style game where you move level to level, killing enemies and getting the highest score possible. The game can be played with either single player or up to two player co-op. This game is great for people who are bored and just want something fun to play together on the spot.

Market research:

Bubble Bobble: The main inspiration for Hammer Hands; It’s a platform-action game where you (and another player) are placed in a small room and are forced kill every enemy to progress to the next I’m inspired by the arena-style levels, the enemies you fight, and the game’s multiplayer.

<https://en.wikipedia.org/wiki/Bubble_Bobble>

https://www.youtube.com/watch?v=O49OgQ\_kogw&t=24s

Ice Climbers: A vertical platform game where you scale a mountain, club enemies with your hammer, and take the vegetable the pterodactyl is holding at the top. After climbing 8 floors the bonus level begins, where you collect all the vegetables scattered about and the one the pterodactyl is holding at the very top of the mountain. Again, the game can be played alone or co-operatively. The wonky jumping is the only thing I would fix with this game. I’m inspired by the level design and progression. I’m inspired by its vertical progression and the bonus levels.

<https://www.youtube.com/watch?v=xZqIeMOK4gk>

https://en.wikipedia.org/wiki/Ice\_Climber

Joust/Balloon Fight: In both of these games you fly around on an arena styled map with up to two people, landing on the heads of enemies, killing them all to progress. In Joust you’re on the ground more and pick up speed and momentum in contrast to Balloon Fight, where you’re in the air most of the time and have floaty movement. I’m inspired by (again) the small arena-styled levels, the combat, and from Joust, the momentum you get from running.

<https://www.youtube.com/watch?v=xj1ONQ0kQbs>

<https://www.youtube.com/watch?v=4JMY2dMnK_E>

<https://en.wikipedia.org/wiki/Joust_(video_game)>

<https://en.wikipedia.org/wiki/Balloon_Fight>

Proposal:

The Combat: Each player’s main weapon is a Hammer. To kill enemies, they can either directly squash enemies next to them, slam the ground to knock over enemies in front of them on their back and bump into them, or they can throw their hammer(s) in a straight line at enemies.

The levels: They’re divided into “Buildings” and “Floors”. Each “Building” represents one whole level that contains multiple arenas (aka the “Floors”). The player must climb to the top of each building and defeat the boss there. After the boss, the player(s) will climb back down to fix the building before it crumbles to the ground as a bonus level and progress to the next building. There will be 5-10 floors per building.

The Enemies: Enemies will either take one or two hits to kill, and will have varying attributes (such as shooting projectiles or moving really fast).

“Floors”: Some floors will have platforms with special attributes (such as a slippery platform that increases movement speed or a rubber platform which the player(s) constantly bounces on.)

Point bonuses: You can get a point multiplier by killing certain amounts of enemies without dying, and resets when you do die. You can also get more points by killing multiple enemies at once with the knockback mechanic.

Bosses: Will take about 8-20 hits to defeat, and provides points to both players when killed, but gives more points to the player who killed it. Attributes will vary.

Power-Ups: Two kinds, ones which you keep for the current “floor”, and ones which you keep for the entire “building”. If you grab a building power-up while one is already equipped, the old power-up will be replaced with the new one.

