# Code Factory Company Charter

* **Introduction**

Code Factory will be a game that allows players to play in their own way by letting them manually code the machines that they use. This will allow for a game that not only will be entertainment for those who understand programming, but also be a tool that programming teachers can utilize to teach their students in a more engaging way.

* **Plan**

Step 1: Establish who will work on what first. Top priorities are the robots (taken by the seniors) and the player/camera systems. This should not take longer than a single period.

Step 2: Begin work, set up a bare-bones area and general proof-of-concept, meaning we should have a standard UI and the player able to move around, interact with robots, and create functioning code. This will likely take 2-3 weeks at optimal pace.

Step 3: Create more systems, such as material gathering, crafting, and selling. Systems within the factory will be able to filter materials to either storage, shipment, or recycling. Robots should be upgradable. 1-2 weeks.

* **Workload on Entry**

Xavier Matheson (Co-Founder): Program the walking robot and the conveyor belt along with upgrades

Justin Anderson (Co-Founder): Program the flying robot and the arm robot along with upgrades

JUNIOR: Program the physical player along with the camera (should work similarly to Sims)

JUNIOR: Randomization for ores (more info on GitHub)