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Period 4

- We will be making a svg rp game.
- It will be a never before seen game based on memes
- We will be using svg along with html , java, and the snap.svg library.
- Challenges will be setting up the frame work which can be fixed by using google and looking at examples.
- Not sure what exactly the story of the game will be.
- Work will be divided front end to back end. Miguel will work on the front end while I will work on the front end.

Milestones (1-20)

1. Set up github and download the libraries
2. Finish the SVG milestones
3. Create a wireframe
4. Create a story line
5. Create a fighting system
6. Create Sprites
7. Create a main menu
8. Create an opening animation
9. Create class selections
10. Create a map and environment
11. Create HUD
12. Code movement for player

13. Code interactions with environment

14. Code interactions with npc

15. Code items

16. Add a battle game mode.

17. Add two player mode

18. Add controller support

19. Add easter eggs

20. Add polish