Cameron Belcher and Joseph Siehl

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Game Architecture

Final Project Milestone Goals and Division of Work

**MILESTONES**

* **Milestone 1:**
  + ~~Implement Mario~~
    - ~~Static~~
    - ~~Walking~~
  + ~~Finish preliminary documentation~~
  + ~~Acquire sprites~~
* **Milestone 2:**
  + ~~Implement Mario~~
    - Running **[RUNNING PUSHED BACK TO MILESTONE 3]**
    - ~~Jumping~~
  + ~~Implement the menu~~
  + ~~Include alternate languages (English, Spanish, Dean)~~
  + Add basic save feature **[PUSHED BACK TO MILESTONE 3]**
  + Implement moving background **[PUSHED BACK TO MILESTONE 3]**
  + ~~Completely replace Allegro with SDL~~
* **Milestone 3:**
  + Implement Mario **[PUSHED BACK TO MILESTONE 4]**
    - Grabbing flag
    - Running [*CUT FOR TIME*]
  + Drawing objects **[PUSHED BACK TO MILESTONE 4]**
    - Blocks
    - Enemies
    - Ground
    - Other background objects
    - [*CURRENTLY DRAWING BACKGROUND OBJECTS AS MARIOS*]
  + Collisions
  + Flag / Level End **[PUSHED BACK TO MILESTONE 4]**
  + ~~HUD~~
    - ~~Timer~~
    - ~~Score~~
  + Add basic save feature
  + ~~Implement moving background~~
* **Milestone 4:**
  + Multiple levels
  + Power-ups
  + Proper winning and game over sequences
  + Music and sound effects
  + Final documentation
* **Stretch Goals:**
  + Bowser fight
  + New characters:
    - Luigi
    - Wario
    - Dean Lawson

**Division of Work**

* **Cameron:**
  + Create Technical Design Document
  + Acquire Sprites
  + Create Physics
  + Implement Movement and Physics into GameObjects
  + Acquire Music and Sound Effects
  + Implement Enemies
  + Tile Out Levels
  + Implement Power-Ups and Health Items
  + Implement Level-End and Endgame “Cutscenes”
* **Joe:**
  + Create Game Design Document
  + Edit and Maintain Documents
  + Write Down Physics Information
  + Create GameObjects
  + Implement and Manage the Data File
  + Implement Music and Sound Effects
  + Create the HUD
  + Create the Menu
  + Implement Animations