Johnson, Alex
Neace, Anthony
Shiner, Hillary

Our team is developing a "Virtual Pet" game for the XNA Final Project. Upon creating a new game, the player will be able to select a virtual pet of their choosing. The player will then spend the rest of the game nurturing and interacting with this pet by participating in mini-games that reward the player with points to support their pet.

Project Management

- Repository
    - Our team is using GitHub via Git as a repository for our project.
    - Location: https://github.com/AnthonyNeace/xna-final-project
- Communication
    - Our team is using Trello to communicate goals and progress.
    - Location: https://trello.com/board/xna-final-project/5163312653beb3df0e0095c4

Prototype Contributions

- Alex is developing UI elements and creating a navigation framework for the project.
- Anthony is developing character models, textures, and animations, as well as the code to support these in the project.
- Hillary is developing mini-games to be used during gameplay.

Prototype Features

For this prototype submission, we have created a workable version of the game that allows you to play mini-games whilst monitoring a pet hippopotamus. The hippopotamus cannot currently be customized -- we have assets prepared for choosing textures and animations, but the implementation is not currently ready for play. After arriving in our staging area, the player should be able to navigate to a mini-game. Upon winning or losing this mini-game, the player should be returned to the staging area. There is no "end state" outside of mini-games -- once save/load are implemented, one could take care of their virtual pet indefinitely if they so desired.

Anthony: Fill in more here after you receive a merged copy of the game.

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Final Project Goals

1. Character Customization
   a. Description: We want the player to be in the "Character Customization Game State" immediately accessible after leaving the splash screen. This will feature a screen where the player can name, select, and customize their pet.
   b. Multiple Pets
      i. Minimum: 3 models
         1. Hippopotamus (Implemented)
         2. Cat (Drafting)
         3. Cloudpuff pet (Drafting)
   c. Give the player the ability to customize pet.
      i. Minimum: 3 custom textures per pet model.
      ii. If time allows: shaders to change model color.
2. Pet Interaction Lobby
   a. Description: The player will then move on to the "Lobby Game State", where UI buttons appear that allow the player to interact with their pet. The player can also access mini-games from this state. This is the default "in-game" game state, and the player will return here when loading the game, or completing a mini-game.
   b. UI Elements
      i. Pet Interaction Buttons
         1. When clicked, these allow the player to perform some action on the pet. The pet should respond accordingly, with an animation or a sound.
            a. "Pet"
            b. "Feed"
            c. **Add more here?**
      ii. Mini-Game Accessor
         1. When clicked, the player is taken to the mini-game state.
3. Mini-Games
   a. Description: These will be short, trivial games that the player can complete to earn prizes. These prizes can be accumulated over time to purchase new pet actions or animations. They can also be used to nurture your pet.
   b. Minimum: 3 mini-games
   c. Player Progresstion:
      i. Enter game, participate depending on gametype
      ii. Win:
         1. Prize amount rewarded depending on gametype
         2. Returned to Lobby Game State
      iii. Loss:
         1. No negative consequence (reflecting the casual nature of pet

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games)
2. No prize rewarded
3. Returned to Lobby Game State