

CMPT 276 Group 19 Overall Plan

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Game Title: Spud Sprint

Description : A potato is running away from the fry cooks , trying to escape from the fast food restaurant. The goal is to unlock the door, so the potato can escape from the fry cooks. The door has multiple locks, and the keys to the lock are regular rewards which the player has to collect during the game. There are different difficulty levels to this game.

Main player character: A potato, spawned somewhere on the map

Static punishment: Deep fryer

- If a potato moves to a cell that has a deep fryer, a potato will be penalized. The player loses the game if the punishment makes the overall score become negative.

Moving punishment: Fry cook

- Fry cook moves toward the direction where it's closest to the current position of the main character potato.
- If the main character potato moves to a cell that contains a fry cook, the game is over and the player loses.

Regular rewards: a number of keys that provide access to door (The door has multiple locks)

Bonus reward: potato friends

- Collecting potato friends extends the time a potato can run away from the fry cooks. Potato friends rewards appear randomly on the map, and when collected by the potato, they respawn somewhere randomly on the map in an empty tile.

Barriers: kitchen counter, tables, etc

- They block the movement of a potato and fry cooks (moving enemies)

Board: the map comprised of tiles (open spaces) and kitchen counters/tables (barriers)

- The board shows the current score and the time elapsed since the start of the game.
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Game design elements

- **Overall mechanics:** Input Handler (pauseGame, resumeGame, getScore, resetKeys...)
- **Movements:** MoveLeft, MoveRight, MoveUp, MoveDown
- Overall libraries: Java Swing for 2D rendering, Abstract Window Toolkit for timing and utilities

Communication

- **Frequency of meetings:** Wednesday and Friday @ 7pm weekly through Discord, Zoom
- In-person meet kickoff at the start of each phase
- **Development team structure:**
 - Scrum master/ developer : Cole Thacker
 - Developers: Nayeong Lee, Ellie Neufeld, Arda Cifci