La Corporación C

It’s slice to meat you

Presentation Overview

- Introductions
- Objective
- Current Progress
- Game Requirements
- Proposed Architecture

Our Team

Martin Main

Project Lead

Programmer

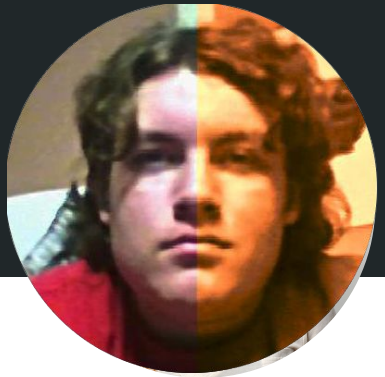
Website Admin

Liam MacKinnon

Minute Man

Google Docs Admin

Customer Liaison

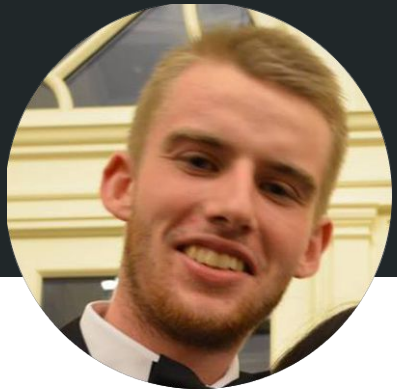


Scott Barnett

Quality Controller Officer

Customer Documentation

Programmer

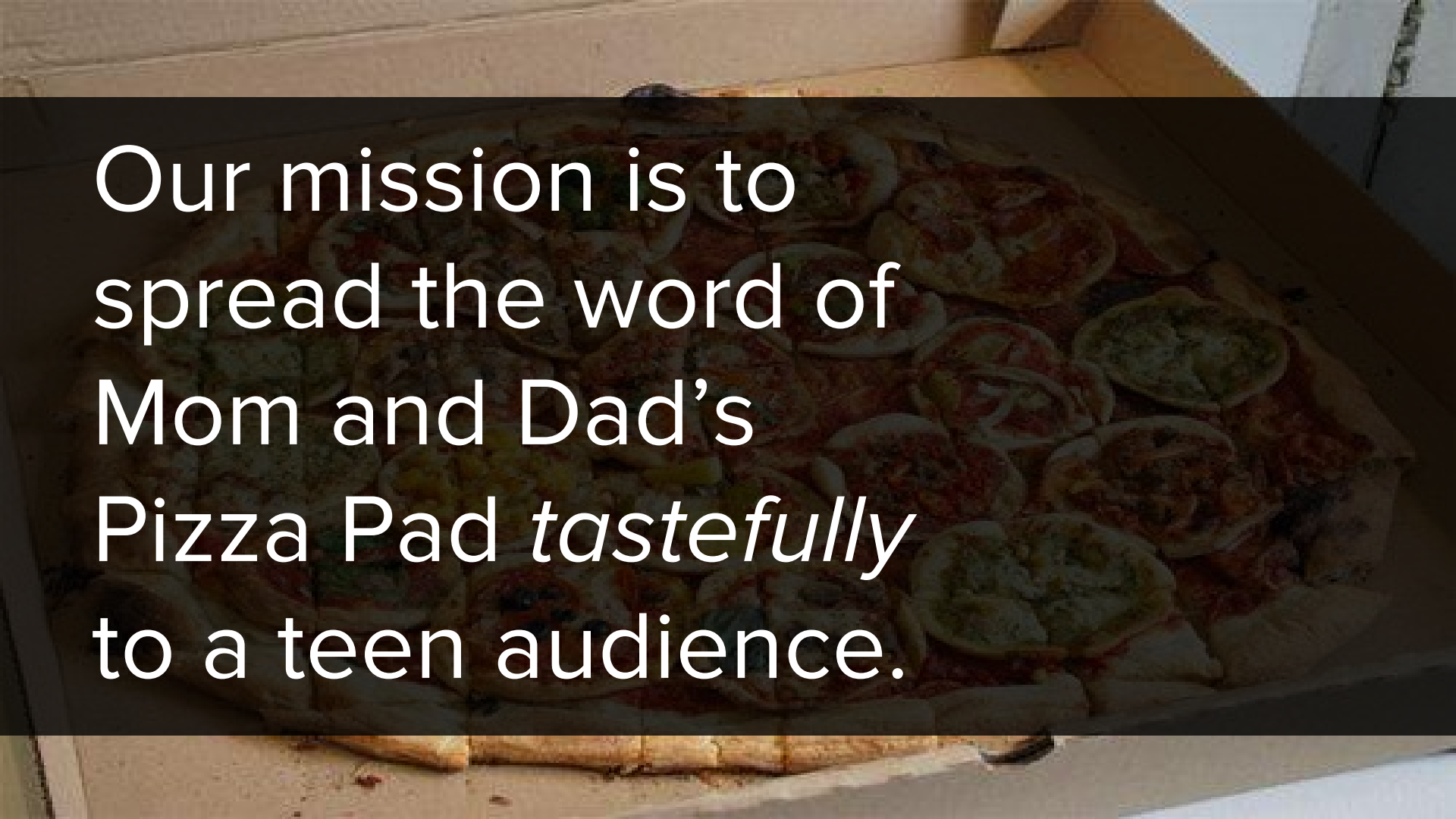


Jimmy Flemming

Supplier Liaison

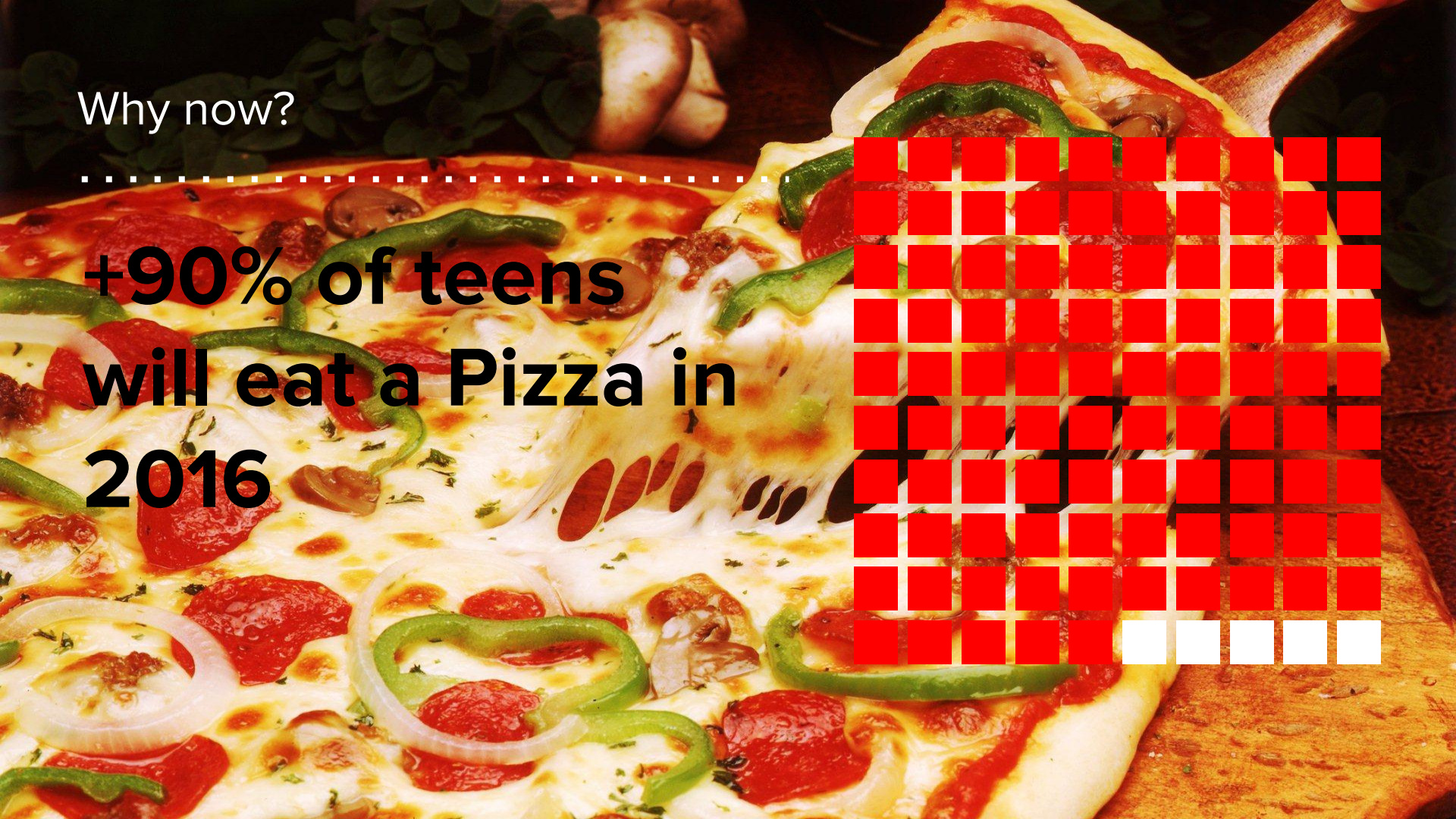
Graphic Design

Code Monkey


Our mission is to
spread the word of
Mom and Dad’s
Pizza Pad *tastefully*
to a teen audience.

Why now?

+90% of teens will eat a Pizza in 2016



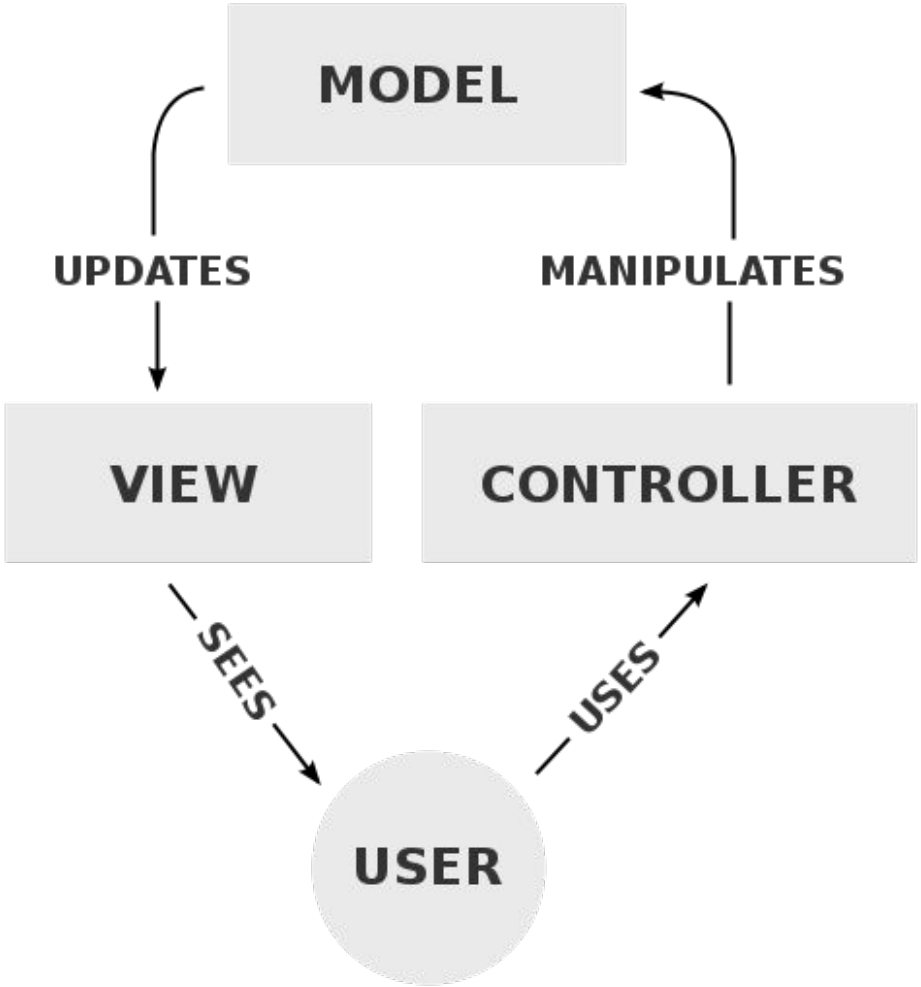
Game Overview

- The objective of the game is for Pizza Boy Joe, to retrieve all of his stolen pizza back from the Anger Crew by fighting them
- The player can encounter Angry Larry, who is the leader of the Angry Crew, and main culprit in stealing poor Joe’s pizza delivery
- Bonus attributes are earned as more enemies are fought, and more items are found

Proposed Architecture

MVC Methodology

Java



How it works

Model

View

Controller

Capturing the behaviour

The model is manipulated by the controller layer, and uses the controller input to update the view

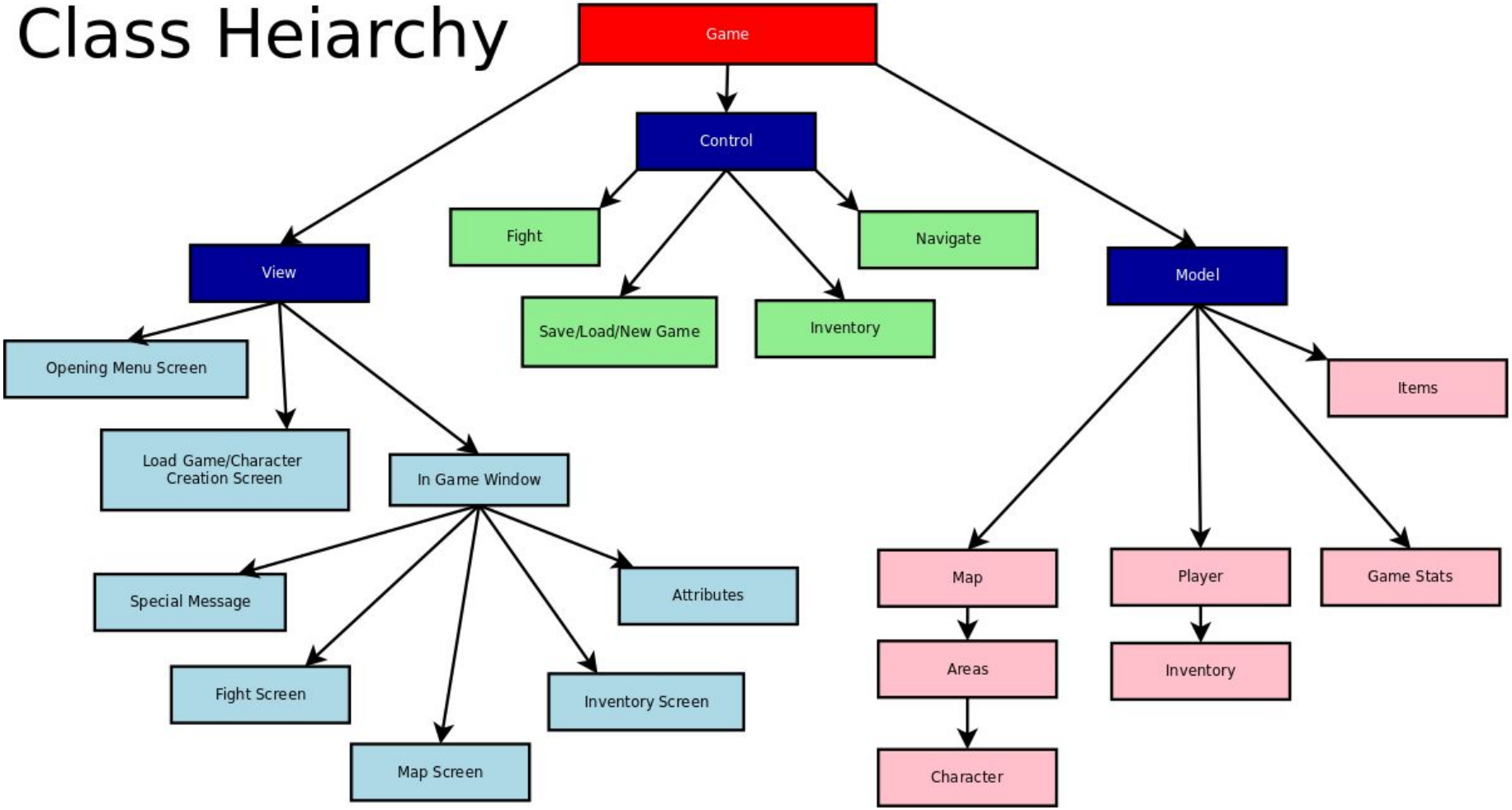
What the user _sees_

The view is the layer that holds the GUI components, and is sent updates from the model layer

What the user _uses_

The controller layer takes input from peripherals, mostly a keyboard or mouse in our case, and sends that information to the model layer

Class Heiarchy



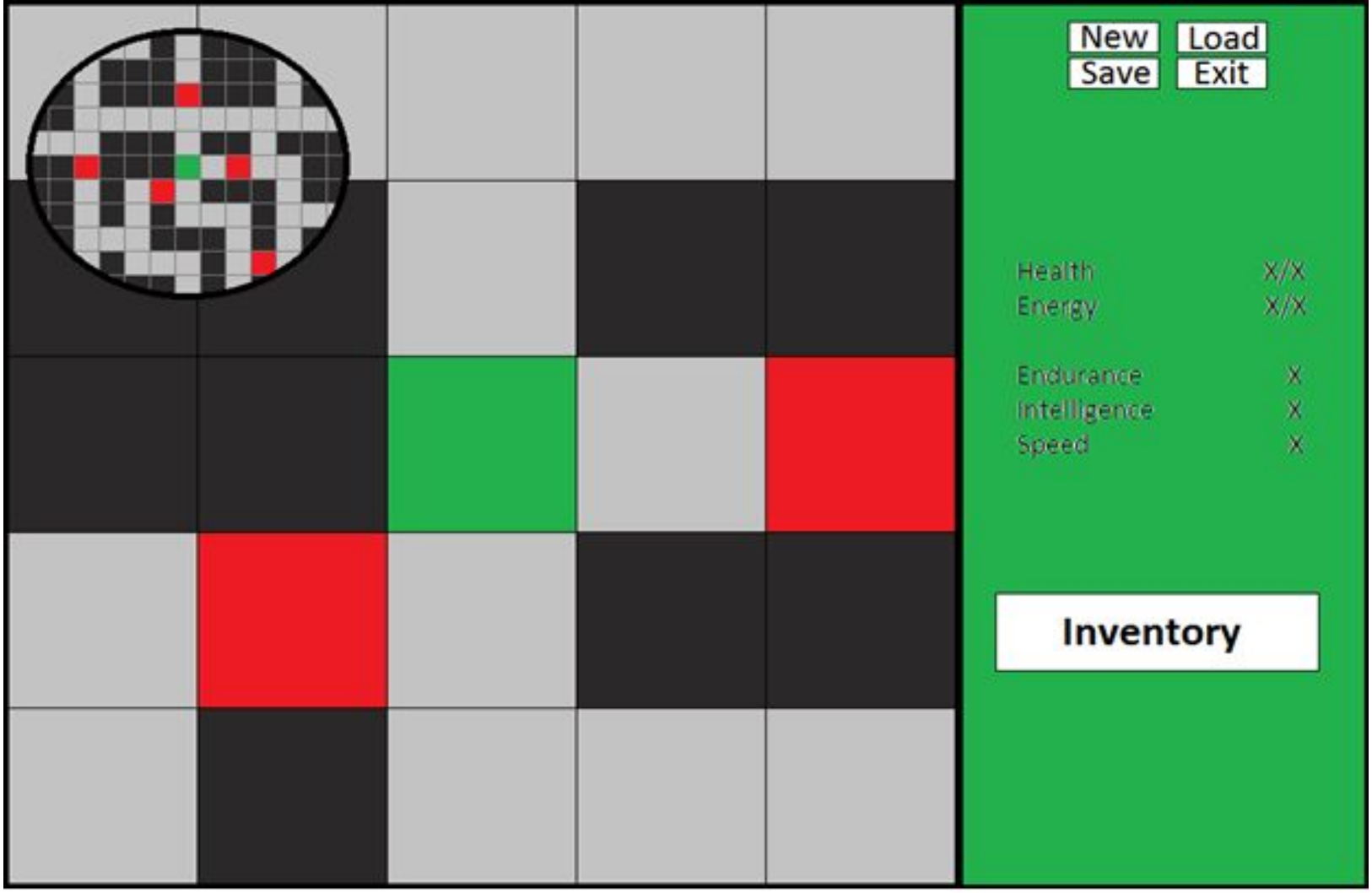
Java

Mom and Dad's Pizza Pad: Pizza Adventure

Requirements

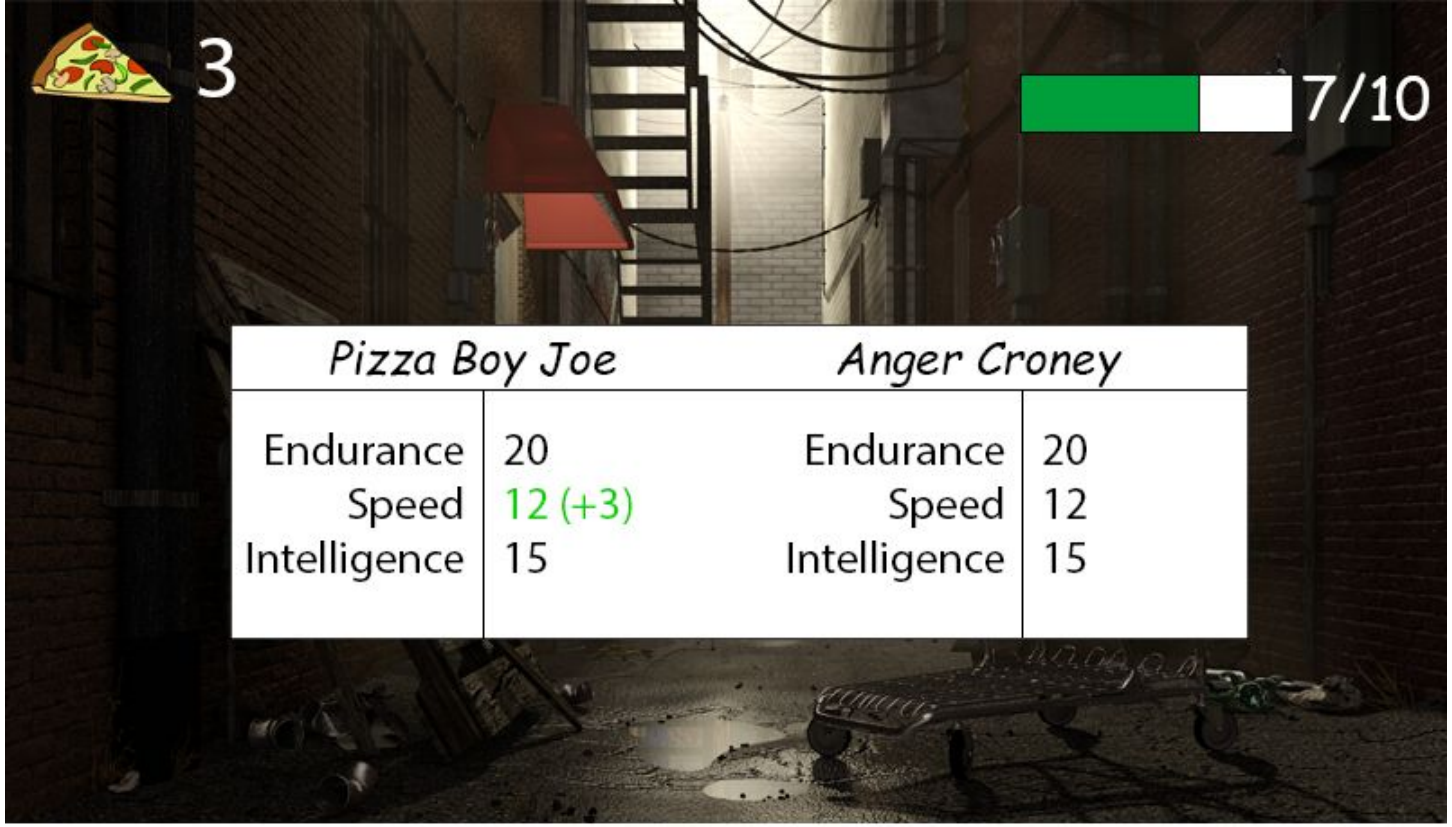
Map

- City Street Tiles
  - This screen shows different street tiles throughout the map. This is where the player can move around the map when in a tile with an enemy a fight will start
- Streets
  - Each street can hold max one enemy, a hidden item or nothing at all. They are all given unique names to help the player navigate.
- Street Edges
  - At the edges of each street the player can click to progress to another adjacent street. They can go up, down left or right.
- Street Qualities
  - Each street can have one or none of the following qualities, slipperiness, poison gas, pizza whiff.


New
Load
Save
Exit
Health X/X
Energy X/X
Endurance X
Intelligence X
Speed X
Inventory

Fights

- Stats Button
  - Selecting this option will show an overlay on the fight-screen GUI that shows the player their attributes
- Attack Button
  - This brings up a small menu overlay that gives a choice of attacks
    - Pepperoni Bazooka
    - Pizza box smash
    - Pizza cutter
- Item Button
  - Displays items and let the player use one.
- Flee Button
  - Allows the player to escape from the battle.



Health 7/10

Energy 9/20

Stats | Attack

Items | Flee

Timeline

January 2016
Project Conception
February 2016
Requirements finalized and development commenced
March 2016
Begin prototyping using MVC methodology
April 2016
Final product enters Beta

QUESTIONS?