

Our plan for the game project follows a maze-game layout and will be called *Food Truck Frenzy*. The setting will be a maze/grid consisting of city streets on which the player (a food truck) will drive around the city (map). The entrance will be where the food truck begins the game (the main character's house), with the end goal being to reach the exit (which will be the prime food truck business location where the customers are waiting).

The player must avoid obstacles such as potholes, construction zones, and cop speed traps (aka punishment cells/zones) while collecting and completing the entire inventory of ingredients laid out along the city in regular reward cells/zones. Punishment zones will have a different level of punishment (points lost) based on the type of zone hit. The player must reach the end zone with a complete inventory to win (collect all rewards on the map). Each unique ingredient has a different level of points awarded on collection. Bonus rewards are new recipes that offer a significantly higher amount of points on collection.

Once the game begins, the food truck will move according to what key the player presses. If the player moves onto a punishment zone, the player will take damage that will add up every time this happens. At the end of the game, the damage will be subtracted from the total points for the final calculation of the score. If the player has a collision with an enemy (other drivers on the road who are following them in a zombie style) the game is lost. The score will update and be displayed live on the screen, with the game ending if a negative score is attained. The player is confined to the city streets, with buildings and other structures acting as barriers and separating the roads that may be traveled. Once the player has collected all ingredients, they can finish the game by reaching the end zone (where the customers are waiting to buy some food). Bonus rewards are not necessary to complete the game but will supply a significant boost in points. After reaching the end zone with all ingredients collected, the player's total points, damage, final score, and time will be displayed.

Process Model: Combo of Agile and Waterfall process models. Employing the Waterfall model during the planning stage (gather requirements, create detailed project plan, define scope of the project). During development, we'll switch to the Agile model, allowing us to break development down into smaller work units. Flexible and dynamic development plan that may change during development.

Work Units: Development cycle divided into sprints lasting a certain period of time. With a working prototype at the end of each sprint to be tested and evaluated.

Iterations/Increments/Milestones: Based on sprints, each with its own goals and milestones. Final goal of having a working and tested game.

Communications: Hold regular meetings, giving updates on progress and addressing issues. The medium we use will be Discord for screen sharing, calls, and a chatlog.

Responsibilities: Will be divided based on each team member's skills and interests. With each member holding each other accountable to get work done and see that the development cycle is moving along smoothly.

Evaluation: Regular progress updates, during and after each sprint. Will allow for adjustments to the project plan. A final evaluation at the end of the development cycle to confirm all project goals have been met.