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App name: CU Sprint

Application Description:

A platform game designed for CU students and alumni. The player fights their way through CU classes to complete their major and earn their degree. It's free to play, made with Unity. Each of the levels in the game are going to be based off of locations in CU. The game will play very similarly to the original Super Mario Bros. on the NES where each level will have a time limit and an end score based on the number of enemies killed and items collected.

Vision Statement:

For: CU students/alumni

Who: To fight the CU Buffalo

CU Sprint is a video games

that allows users to play a platformer based on their school

Unlike Super Mario World,

Our product allows users to play as a student trying to graduate and earn their degree. Also we will have leaderboards for individual levels.

Version Control:

<https://github.com/willkanter/CSCI-3308-Software-Project.git>

Development Method: We plan on utilizing the Agile method for this particular process. We're determining the scrum master and general team management.

Communication Plan: We are going to communicate throughout the semester using Slack. We will also use github to keep track of all our code, meeting logs, and project milestones

Proposed architecture: for backend we will use unity to port to both android and iOS, we will use Javascript for our frontend, and we will use Node.JS for our middle layer.

Meeting Plan: We have decided to meet every Tuesday of each week from 5-7 at night in ITLL. We will be meeting in person. If people have things come up we will have them facetime, skype or zoom into the meeting.

Notes: basic movement and gameplay feel, including basic graphics

implement item collection and enemies. This would, mostly, be implementing hit boxes.

We discussed storing the player's level completion time and the total score earned in each level.

Potential level locations: (If we wanted to make it CU based) Norlin Library, Engineering Center, Varsity Pond. Some kind of level that can implement water physics (this can probably be put on the back burner)

Schools

Alternatively, each level is a major, where you have to fight through various classes in order to pass with that degree. The level get progressively harder (somewhat aligned with the difficulty of majors, though some might see the order as problematic)

If we wanted to do bosses I think it could be cool to fight the CU buffalo, Ioana Fleming. (this might be a bit overzealous though). Also, on the note of bosses, we could make them extremely simple like the Bowser fights in the original Super Mario Bros.

Note: Unity Personal is free