## **CONSOLE GAME PROJECT: Elta’s Revenge**

TEAM2

DESIREE BLANEY

WREN PACHECO

JON KNEELAND

PATRICIA QUINTEROS

**Week 1:**

Desi- Algorithm & Flowchart

Wren-Use Case Diagram

Jon- CLASS Diagrams

Patricia- IPO CHART

**Week 2:**

\*\*Storyboarding and character development: (WREN) & JON

Graphics and Layout: Desi & Patricia

Error handling and game testing: JON, Wren, Patricia, Desi

\*\*Text-Based portion of the quest: Wren & (JON)

Maze-based portion of the quest: (Desi) & Wren

shooter -based portion of the quest: (Patricia) & JON

Integration: Patricia, JON, WREN, DESI

(name)= lead designer

\*\* extensive tasks

**Week3:**

Merging Game pieces: text based, shooter, world map, images: Desi

Building Shopkeeper method and Item lists: Wren

Implementing fight methods: Jon

Test/ error handling: Patricia

**Due Dates**

Sunday: Identify and fix Code Discrepancies

Monday: Merger and Fight scene

Tuesday: Items and Shopkeeper

Wednesday: Test Harness

Thursday: Code Cleanup

Friday: Code Cleanup

Saturday: Submit for Grade