

# 1. Project topic and introduction

## 1)Game Topic

Our project is an action game based on sfml. If you are a college student, you all know that the deadline for the assignment is 11:59, but the game name is 11:58, one minute before the assignment deadline is submitted.

## 2)Game story

One day, villains who interfere with his college life come to ordinary college student Kim Ye-gong! If you encounter villains such as Finger Princess, fitness trainer, ggondae seniors, and freerider(team bus members), you will die. It's over when you defeat the villains and get rid of the final boss, the professor. Will Kim Ye-gong be able to finish the semester safely avoiding villains?

## 3)Component

Villain	Ability
<b>FingerPrincess</b>	bump into a player
<b>Trainer</b>	bump into a player
<b>BusMember</b>	bump into a player
<b>Senior</b>	Bullet attack
<b>Professor(Boss)</b>	Bullet attack

Item	Function
<b>Glasses</b>	Increase the map magnification
<b>Pencil</b>	Increase attack power
<b>Coffee</b>	Speed up of attack speed
<b>Scooter</b>	Speed up

## 4)Manipulation

Key	Function
<b>W</b>	forward
<b>A</b>	left
<b>S</b>	Back
<b>D</b>	right
<b>Spacebar</b>	attack

## 2. Role sharing

Main function	Class object	Design and UI
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## 3. Open source library & license

### 1)Open source library used by team

SFML - a cross-platform software development library designed to provide simple APIs to various multimedia components of a computer

- free-open source software provided under the zlib/png license clause

### 2)Open source license

zlib License - a passive license that defines provisions for distributing zlib software libraries, and is also used by numerous other free software packages

### 3)License compatibility

zlib License is compatible with GPL

### 4)Open source license to be applied to the final result

According to the obligations when distributing the zlib license, it is decided to apply the zlib license to the final project result.

zlib/libpng License	주요 특징: 배포시 의무사항: acknowledge의 내용을 제품 문서에 표시하도록 권장하나 의무사항은 아님 변경된 소스 버전 표시 라이선스 변경 및 제거 금지
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#### 4. Milestones and achievement level graphs

Deadline	Contents	Checklist
~ 11.25	Implementing simple game logic Making player, villains, items object	O
~ 12.09	Making objects in details.	X
~ 12.19	Completing specific game logic and UI	O

(\*Although it was not completed by the 9th, it was completed in parallel by the 19th.)