

Rec 209 - Team3

Team Profanity

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Application Name and Description

2020: The Game

Our project will be a platformer. We want to bring a fun, entertaining experience to our users. We want our game to not only be a way to ease stress, but also bring a feeling of accomplishment as they progress. We want our game to bring people together and provide a fulfilling hobby. The basis of a platformer revolves around a player moving left to right and up and down as the screen moves along with them. This creates a simplistic and minimal feel so the player can focus on the game at its core.

2020: The Game will revolve around it's main character, Common Sense, who tries to collect toilet paper as he fights off hoards of anti vaxxers and anti maskers. Storylines will be based on different months of 2020, and how Common attempts to get through it.

Vision Statement

With everything going on in 2020, we want to bring a fun, relaxing take on what has been a crazy year for all of us. We hope to give students a place of refuge in a world similar to theirs without the dire consequences.

GitHub Link

<https://github.com/CSCI-3308-CU-Boulder/209-3-FA20.git>

Development Method

For our methodology, we plan to use the agile strategy. This will allow us to move dynamically as more and better ideas arise as time goes on. Agile not only lets us remain flexible, but if a large change must be done due to a newfound issue, we will not be as scrapped for resources or time. We plan to use github for our sharing and collaboration. Since we are all familiar with the service, this seemed like the simplest and most effective option.

Board: <https://github.com/CSCI-3308-CU-Boulder/209-3-FA20/projects/1>

Communication Plan

We plan to communicate consistently through texts and group chats for smaller issues and queries. We will use discord for the majority of our larger and more complex meetups. This

is where we can do things like share screens which will allow us to collaborate in the best way during these odd times.

Meeting Plan

Our plan for our meetings is to meet over discord from 6-8pm every Thursday. We plan to use this time to work and converse on our game, along with the time outside of this where we will work on our individual parts of the project.

Proposed Architecture Plan

For the brunt of our actual coding, we plan to use C++. It is widely compatible and is also the language which most of us are comfortable with. As of now, we plan to utilize something like visual studio to create the graphics and sounds which will be used in our game. This game will be run from a PC itself rather than from a cloud service. The game will be downloadable from links we will distribute.

Use Case Diagram

