Final Project Scope and Plan

Watch the week 12 class lecture before filling this out for a walkthrough and explanation of expectations.

Introduction

Student name: Nicholas Rossi

Project name: Cheese Louise

Option 1 (extend Midterm game) or Option 2 (different than Midterm game): 2

GitHub repository link (not commit hash, but the actual URL to repo):

<https://github.com/CSCI-C292/final-project-nrrossi>

Project executive statement  
*In no more than the length of a tweet (280 characters), describe your game.  
NOTE: you may simply copy and paste what you put for your quick pitch here, supposing it correctly describes your game*

A small 2D platformer in which the player takes control of a mouse. The goal is to find the cheese and make your exit. Beware of traps and sticky pads that can leave you stuck in your tracks.

Project graphical mode (2D or 3D): 2D

Game genres, types, and perspective  
*E.g. point-and-click, first-person, WASD, platformer, side-scroller, beat-em up, etc.*

WASD platformer

Game description

Use the space below to expand on your quick description above to more thoroughly explain the systems and theme of your game. You may use text, diagrams, or other images to more clearly describe the way your game is supposed to look and feel. You may also use links to games and videos as reference points for mechanics and themes.

Kind of took the idea from “Mouse Hunt” and credit to my wife for helping me come up with the idea. Basically you play as a mouse and it’s a multi-story platformer.

The mouse walks on planks of wood and there are vertical pipes that the mouse can use to climb up to the next story. The goal is for the mouse to find and pick up the cheese, avoid the traps, and make it to the exit hole (which is basically just a black circle).

With this game I would also like to have a main menu with “start” and “help” options and have an pop-up in game if the character dies so they can restart.

The mouse can die if it runs over yellow sticky paper or a mouse trap. I am not sure if I will add a jump option to the game yet. As of now its just walking.

(OPTIONAL) List of graphical and sound assets required for your game  
*It is best to figure out your assets for your game sooner rather than later, but it is not required for this scope and plan document.*

Not confirmed

Wood - <https://www.shutterstock.com/video/clip-16344625-footage-motion-wooden-background-4k-video-animation>

Wood2 - <https://filterforge.com/filters/11978.html>

Mouse - <https://opengameart.org/content/rodents-rat-rework>

Cheese - <https://www.cleanpng.com/png-cream-milk-cheese-cartoon-cheese-155817/>

Pipe1 - <https://opengameart.org/content/pipes-light>

Pipe2 - <http://gameartpartners.com/downloads/underground-sewer-line-background/>

Project scope

Describe your MVP or **threshold goals** for the complete final project *Watch the week 12 class lecture for an explanation on what to write for threshold, target, and stretch goals if you chose option 1 versus option 2 in your final project quick pitch.*

Basic:

* Player Movement left and right
* Play movement up and down
* Walk over cheese and pick it up
* Exit level by going into hole
* Icon for having obtained cheese

Describe your **target goals** for the complete final project

Not In-game:

-Menu System

- Restart button

Other:

* Mouse trap kills player
* Sticky pad kills player

Describe your **stretch goals** for the complete final project

* 2 Extra levels
  + Different backgrounds and walking terrain
  + More traps
* Powerups
  + Mouse Boots → Walk over sticky traps without dying
  + Mouse Armor → Walk over mouse Trap without dying
  + Powerups only last once

Project goal-setting

Describe which mechanics, features, and systems from your goals above you intend to have finished by each of the following checkpoints.  
*Remember to focus on your threshold goals from above before moving onto your target and stretch goals. Fill out the milestone plans below underestimating your expected ability. “Under promise, over deliver.” If after you fill out the goal-setting below, you think you’ve scoped too ambitiously for a three week project, then revise your scope above.*

Milestone 1 (due Wednesday, November 18)  
*This should fully reflect what you expect to complete for this milestone*

* Background set up
  + Background
  + Floor and different levels/stories
  + Pipes set up to get between buildings
* Player
  + Player movement left and right
  + Player movement up and down pipes

Milestone 2 (due Wednesday, December 2)  
*This is a rough plan, subject to revision after milestone 1 is complete*

* Cheese placed on level
* Exit placed on level
* Menu system
* Restart button

Milestone 3 (due Wednesday, December 9)  
*This is a rough plan, subject to revision after milestone 1 and 2 are complete*  
***Plan for your project to be done by this point***

* Sticky pad on level
* Mouse trap on level
* 1 Extra Level

Final project submission (due Sunday, December 13)  
*No need to write anything for this, since you should target having the final project complete by Milestone 3, a few days earlier.*

* 1 more Level