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:**

Gracie Renfro

**Project name:**

Lost in The Woods

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

Option 2

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

**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***

After being stranded in the woods, try to the necessary supplies to survive until a rescue team can come and find you!

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

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

2D side-scroller survival game

**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.**

My idea for this game is a character lost in the woods, who needs to find food/supplies for that day. It will be a side scrolling game where the character can walk away from their base to a certain point and can walk back. The finding aspect of it will be like iSpy games, where there are a various objects in the scene you can click. The amount of stuff you find before the day is over, like wood or food, determine things about your health, like Comfort level and Hunger levels. You die if your hunger level hits zero. Otherwise, the game ends when you are found by rescuers. You'll have to choose between things, like say cutting wood takes 30 seconds, your whole day is only 45 seconds, but if you cut wood twice you'll have a surplus for the next day and won't have to cut any. Finding supplies by clicking on them won’t take any time. I’m hoping for this to be a sort of woodsy peaceful visual theme even though it is a survival game.

(**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.***

I haven’t figured these out yet.

**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.***

Time:

-Days need to pass after a certain time

Clickable objects

* User needs to be able to click on objects
* After clicking them, they need to disappear from the scene and appear in inventory

Movement

* Character needs to be able to move (only left and right)
* The character should not be able to move off of the scene
* Camera should follow the player

Health

* Needs to be a Hunger bar that updates based on inventory
* Needs to be a Warmth bar that updates based on inventory

Game

-If warmth/hunger bars reach zero, game ends

-Game ends after some amount of time (8 days?)

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

Time:

-Certain finding tasks take extra time (cutting wood)

- Display time left

Clickable objects

-Clickable objects appear in different places on different days

Health

-Hunger and warmth bars slowly deplete

Game

- Game ends after some amount of time as a winning state (8 days?)

-Restart

Nightime

* Some sort of fade-to-black mark that it is a new day

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

* Having a thirst bar would be cool
* If the player’s health status bar is full, allow the extra to be stored over into next day (ex: player chops more wood than they could use so the next day they don’t have to focus on that)
* Sun in the background that moves left-to-right instead of time being displayed so the player can clearly see their time left
* Some sort of penalty if the player finds themselves away from base when it turns to night

**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***

-Assets chosen

-Days need to pass after a certain time (just printing)

-Objects are clickable

-Character can move left and right

-Camera follows them

-Visual bar elements exist

-inventory button exists

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

- items need to disappear from the scene and appear in inventory after a click

- Hunger bar updates on inventory

- Warmth bar updates on inventory

- Death happens if a status bar reaches zero

- Game ending exists

- Game ends after some amount of time

- Certain finding tasks take extra time (cutting wood)

- Display time left

- Hunger and warmth bars slowly deplete over time

- Restart functionality

- Some sort of fade-to-black mark that it is a new day

**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***

-Clickable objects appear in random places each day

- If the player’s health status bar is full, allow the extra to be stored over into next day

- Other stretch goals as I can manage

**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.***