Midterm Project Scope and Plan

Watch the week 7 class lecture before filling this out for a walkthrough and explanation of expectations.

Introduction

Student name: Daniel Kareken

Project name: Manman Manly Adventure

Link to reference game (the game whose core mechanics are being replicated): <https://www.fancypantsgame.com/>

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

<https://github.com/CSCI-C292/midterm-project-DanielKareken.git>

Project executive statement  
*In no more than the length of a tweet (280 characters), describe your game*

Manman's manly adventure takes the classic platformer style game and puts a twist: a hero in search of a challenge but blows his enemies away with his awsome power. Is there anyone who can face him **man** to **man**?

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.*

Platformer

Game description

Use the space below to describe the theme of your game, along with any other high-level notable differences between your game and the game whose concepts are being replicated. You may use text, diagrams, or other images to more clearly describe the way your game is supposed to look and feel.

*Feel free to use largely what you wrote in your Midterm finalizing selection and theme assignment*.

While the core mechanic of platforming stays in the game, the real differences appear with the introduction of powerful player abilities and devestating power-ups. While most platformers have enemies that have to be defeated in a specific way, the player is given a choice of multiple gameplay styles to beat the game: aggresive, passive, and timed survival (see *threshold goals* for more on win conditions).

List of graphical and sound assets required for your game

*Feel free to use what you had written in your Midterm finalizing selection and theme assignment, along with any revisions or updates since then.*

Player character: <https://assetstore.unity.com/packages/2d/characters/fantasy-2d-character-free-110506> (Links to an external site.)

Environment, Collectables, etc.: <https://assetstore.unity.com/packages/2d/textures-materials/tiles/2d-basic-platformer-pack-110887> (Links to an external site.)

or

<https://assetstore.unity.com/packages/2d/environments/rocky-world-platformer-150009> (Links to an external site.) (more likely this one because it fits theme without need for extra azdjustments)

Possible enemy sprites:

<https://opengameart.org/content/lpc-imp> (Links to an external site.)

<https://assetstore.unity.com/packages/2d/characters/aekashics-librarium-megapack-iii-130410>

Project scope

Describe your MVP or **threshold goals** for the complete midterm project  
*Again, watch the week 7 class lecture for an explanation on what this means for this project*

- Movement System

* both player movement and enemy movement

- player abilities work

- win condition

* game ends after timer or score reached
* "Manliest Man" win: achieve score minimum
* "Saved by the Bell" win: survive until timer expires
* "Pacifist" win: achieve score minimum without killing any enemies
* Secret "Treasure hunter" win: find all secret collectables

- enemies and obstacles

* additional obstacles that reduce score on contact

- damage system

* player can be damaged by environment and (some) enemies

- sound effects

* damage taken, abilities, jump, move, etc.

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

- collectable system

* treasure that can be picked up to add to score (as well as passivism)

- some level of UI

* displays health, score, abilities, timer (and cooldown), etc.

- background music (most likely original)

- particle systems

* can be applied to almost anything really

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

- boss fight (probably only one)

- powerups

* boost damage, speed, resistance, etc.

- menu system

* buttons to start game, limited options, help

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, October 21)  
*This should fully reflect what you expect to complete for this milestone*

*-* basic player mechanics (movement, basic attack)

- health

- enemy movement AI and damage player (collision)

- collectables

- game environment (basic level)

- score system works

Milestone 2 (due Wednesday, October 28)  
*This is a rough plan, subject to revision after milestone 1 is complete*

- player abilities work

- game environment complete

- complete enemy system

- obstacles

- win condition works

- power ups

Midterm project submission (i.e. final milestone, due Wednesday, November 4)  
*This is a rough plan, subject to revision after milestone 1 and 2 are complete*

- sound FX (not music)

- background music

- all animations complete

- game UI

- polish and particle systems

- main menu

- boss fight

* including animations, sound, music?, etc.