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:

Benjamin Hake

Project name:

Get that cake.

Link to reference game (the game whose core mechanics are being replicated):

www.linerider.com

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

https://github.com/CSCI-C292/midterm-project-benjaminhake

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

A game based off Line Rider which the player must create missions by reaching objectives with only an allotted amount of line ink. The game will include a physics engine which will be the basis of the game. Ramps and killzones will be obstacle for the player to overcome.

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.*

Sandbox mission-based sidescroller.

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*.

A game based off Line Rider which the player must create missions by reaching objectives with only an allotted amount of line ink. The game will include a physics engine which will be the basis of the game. Ramps and kill zones will be the main obstacles for the player to overcome.

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.*

<https://www.pinterest.com/pin/759349187157561303/>

The rest of the game will be black lines.

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*

**Load Assets**

Pretty self-explanatory. Load the assets listed above into the game and make the models. When the player draws or the rider is on a surface a sound will be played.

**Make Menu Screen**

The base game will only have a start game screen, any options such as resolution will be implemented as stretch goals.

**Set Up Physics Engine**

See what is possible with Godot’s scope and see to make levels that are still difficult, and see the minimum amount of line space that can be used to complete a level. The physics engine should not be too realistic as ramps and speed powerups should enable low-gravity stunts.

**Make PowerUps**

The base game will include a speed power up, low gravity and anything else I come up with will be implemented as stretch goals.

**Make Levels**

Levels will ideally have different obstacles that will push the players to come up with creative ways to work with the engine to make their rider reach the target goal.

**Make End Game Screen**

I want to make something that rewards the player with some sort of creative animation, but that is a stretch goal and the target goal is to only make a still image that shows the player on top of a podium holding a trophy.

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

Loosely based off reality physics engine.

Have 5 levels with a speed power up that enables the player to use the speed on ramps to make better air time.

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

Have more than 5 levels that push the player in new creative directions that I will not be able to come up with if the project is not submitted on time.

Havem ore power ups that may decrease gravity or allow the player to draw on the fly to make platforms for their levels.

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*

The physics engine and Assets should be fully implemented.

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

Have the First set of levels completed (1 to 2) and make any necessary revisions to

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*

Have the last 3 levels and attempt to complete any stretch goals that I still have time to implement.