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:**

Gracie Renfro

**Project name:**

Corn.exe

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

https://wintrmut3.itch.io/maelstromexe

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

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

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

Tend and raise corn plants to be sacrificed to the rain sprites in exchange for a flood that submerges the state of Indiana, inspired by the maelstrom.exe game.

**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.*

2D, text-based, command, arcade

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*.

The theme of my game will be sacrificing corn to the rain sprites to submerge Indiana. This game should feel relaxing with the sound of rain, and the days will be slowed down so they don’t feel as rushed as the original. The game will also have an end stage, whereas the original has no resolution.

**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.*

I had to make my own corn pixel art.

The rain drops I think I'll be using are from here: https://opengameart.org/content/static-rain (Links to an external site.)

(I'm hoping these will work, but if not I will just have to draw my own raindrops instead)

The rain sound will be from here: https://opengameart.org/content/rain-and-thunder-loop (Links to an external site.)

The ground will be from this tile pack: https://opengameart.org/content/pixel-tileset (Links to an external site.)

The frame surrounding the text box will be from this pack: https://opengameart.org/content/pixel-tileset (Links to an external site.)

I think I will use this for the specific purple tiling of over fertilized plants: https://opengameart.org/content/purple-brick-pixel-texture (Links to an external site.)

Then the rest of my assets will come from the Open Pixel Project, which is just one large download: https://www.openpixelproject.com/

**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*

* Text system:
  + The player needs to be able to input text, and press enter to submit the text.
  + The text system needs to reply with the corresponding text, either displaying the result of the player action or replying that the command was not understood.
* Plants:
  + Plots need to be visible
  + The plants at need to go through the different stages of plant growth
* Time:
  + Days need to pass after 20 seconds
  + Need to display this in the chat box

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

* Text system:
  + Allow player to speed up time through a command
* Plants:
  + Plants show extra conditions rather than just growth (ie. overwatered, drowned, fed)
* Rain animation
  + Rain animation is present, and increases intensity in response to player’s sacrifices
  + Rain eventually obstructs player view to signify end game
* Main menu screen
  + Just a landing page before beginning the game
  + Credits

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

* Text system:
  + Allow user to press the “up” key to retrieve their last command and fill this in their entry box
  + Allow users to describe a range of plants instead of individuals (ex: a1 a2 a3 vs a1:a3)
* Provide a restart button
* Display facts at the end of game to the user
  + How many days have passed, how many plants sacrificed, how many harvested before adult stage

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*

This milestone should will be majorly focused on the programming aspect rather than the game view. I plan on accomplishing

* Plant stages created
* Functions to cycle through these stages
* All 9 plots will be visible
* Text entry from the user will be able to be submitted
* Text matching for keywords from the user input
* Text window created to output responses to user’s commands (responses will not be fully fleshed out in this milestone)
* Background audio (rain) and visuals
* Time system will count to 20 and then restart this count (I think that this will just be printing to debug log in this milestone)

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

* Time will be displayed to the user after a day passes, and it will automatically advance the plant’s visuals from seeds -> young plant -> fully grown plant, based on the functions to cycle through these (which are created in milestone 1)
* All the possible responses to the user’s commands will exist and will respond accordingly
* Rain animation exists, and will speed up after sacrifices
* Main menu starts the game and has two buttons pointing to credits screen and game

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*

* Plant’s visuals will cycle through all possible conditions
* Time can be sped up by text commands
* Rain obstructs player view and provides a sort of game over message
* Maybe one threshold goal, like displaying facts about user