Project Plan Template

Name: Brandon Namgoong   Date: 2025-03-28

Now's the time to show off all that you have learned this semester. Before you start coding I want you to spend some time planning. Brainstorm up a couple ideas. Once you settle upon a single idea you need to create a project proposal following this outline.

Description

This section should contain a description (in paragraph form) describing the project you wish to make. Your description should include the following:
- Who is the project for?
- What will it do?
- What language will you be working in (Scratch or Processing)?

This project is a randomized, dice-based, timed, cookie clicker inspired game. It focuses on a high score that the user would want to beat each time they play. The player must multitask on different things happening concurrently and asynchronously.
This idea is inspired by a game created by a close friend and myself years ago in the Godot game engine, found here: https://the-cool-bounana.itch.io/your-local-addictive-dice-game. This game adds to the primary game mechanic.

This game is for anyone to play and challenge their time critical, reaction time skills. It is written in Python 3 using the pygame library. Game versions will be written as such: 0.1.1a (major, minor, patch, hotfix respectively).

Program Mockup

This section will contain screen mockup sketches of your program.
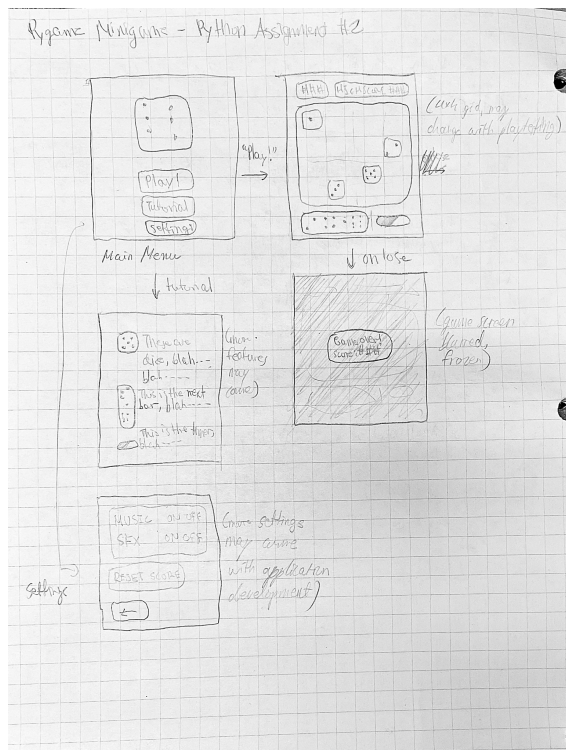
Prioritized Feature List

This section will contain a list of all the possible features of your program. Everything in this list does **not** have to be completed. Rate and organize your features in priority order.

Dice:
- Dice clickable
- Dice appear and disappear
- Dice able to be generated on random

Score:
- Score keeping in-game
- Writing high score to file

Main menu:
- Background
- Play, tutorial, settings buttons

New bar:
- Randomly stack new numbers
- Stack faster the longer play session

Timer:
- Render bar
- Show static countdown time
- Reset automatically

Game over overlay

Tutorial page
Settings page

Music and SFX

Approximate Timeline

Create an approximate schedule that you will follow when completing your project.

Date	Feature	Comments
2025-03-28	Start thinking/working on Final Project Scope	
2025-03-30	Final Project Scope Submitted	
2025-04-03	Final scope final deadline	
2025-04-06	Get mostly working	
2025-04-13	Finish completely	
2025-04-15	Finish bug fixing	
2025-04-24	Finish gameplay testing	
2025-04-25	**Hand in Project Code**	Make sure my code is fully commented!
	Hand in Project Reflection	Double check for spelling and grammar mistakes.