

AS Capstone Project Proposal

Winter 2014

Project Name: Capestone

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1/6/2014

Project Description

We are proposing a web based, savable, interactive, dungeon game. You will create a character, gather items and equipment, and explore randomly generated dungeons on your quest to obtain the mythical object known as the Capestone. The project will use Javascript for the graphical client side interface. PHP will be used as the backbone to gather game data from our SQL database which will contain all items, monsters, dungeon, and player information.

Functionality

Functionality of the game must include the following:

- Secure login for users
- Ability to save game and resume later
- Random dungeon generation
- Random item and monster placement within the dungeon
- An end to the game when you obtain the Capestone
- Combat functionality
- The ability to equip items
- Databases of dungeon rooms, item, and monster information
- List of players on the website that have obtained the Capestone
- Monsters will have weaknesses against particular weapons or items
- Game will have sprite based graphics
- Will have turn based functionality; players get a turn, then the monsters

Development Platform

The site will be coded in HTML and Javascript canvas with PHP handling the interaction between the game and the databases. The site will initially be hosted on ict.neit.edu, with plans to move it to our personal website which will be purchased at a later date.