Project Description.

Our team, Code Name Bricks, is intending to create a 2D game in Java. We plan to create a side-scrolling, platforming game that is based on a scrap yard where the scrap has come to life and must fight for its dominance against the other metallic creatures of the yard. The Player will control one of these said creatures and must collect other pieces of scrap as it moves throughout the levels to fight against its opponents and keep itself alive. The pieces of scrap that it finds will be used as its ammunition, and as the main contribution to its health, meaning that the Player must manage its scrap levels to not only defend itself but also to keep itself alive. We also intend to create a game mechanic that causes the Player to slow down and become an easier target with the more scrap that it has on-hand so that managing scrap levels and never holding too much is the key to survival. This means the Player may never stock-pile ammunition or health, a potential issue with this style of game that may lead to “broken” game mechanics.

The fundamental features of this game are:

* That the player may move and gain or lose health.
* That the levels are in the format of side-scroller/platformer.
* The attack is a projectile.
* Pixelated graphics made by us.
* It is controllable by a reasonable computer input.

If time permits, we would also like to include a few ancillary features that are not fundamental to the gameplay but would bolster and polish the overall experience. These include:

* Altering affects caused by picking up certain pieces of scrap. For example: scrap that makes the Player faster, slower, jump higher, lose health-over-time, or improve the effectiveness of its attacks.
* A soundtrack that will play in the background that hopefully changes as the Player moves through parts of the levels and sounds that respond to player input and actions that are performed in-game.
* A boss fight at the end of the levels.

But more on these features further in our report.

Though our experience levels writing in Java differ dramatically, some much more advanced than others, it is something that we all have programmed in and feel we can gain something from. Some of us will be responsible for basic programming, possibly focusing on only a few classes, and others have the responsibility of overall game mechanics and planning the class structure of the program. Some of us will even focus on creating parts of the game that are not necessarily associated with the performance of the program itself i.e., graphics sprites, the soundtrack, project planning etc. This means that we all have something to gain from this project and can collectively improve our technical, and IT industry proficiency.

We believe that, though our choice is adventurous and possibly more complicated than other streams we could have pursued, it is the best decision for us in terms of improving our skill level as a team and achieving something that is currently beyond our station. It is said that improvement occurs suddenly and under pressure, and that is our intention within this course.