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•Project title

Bluetooth-connected Android Adventure Game

•Project summary

Our project will consist of a multiplayer game for players in close proximity who wish to embark on an adventure. Players will work together to continue their adventure for as long as possible before dying. They will encounter various story instances, battles, and other challenges along the way, presented to them using text prompts accompanied by pictures and a command menu. As they progress, they will gain experience and gold to buy better items which will be used to increase their stats for a given adventure. They must work together to decide what is best for the group if they plan to survive.

•Project goals

The goal of the project is to become proficient in Android application development as well as mobile gaming development. We aim to focus on replayability, and well written and documented code. Our adventure will be procedurally generated, pulling instances and items from pools of potential choices, with the intention of creating a unique experience with each playthrough. If time allows, we will improve aesthetics and add additional aspects that increase replayability or balance gameplay.

•Product features

The game is for Android devices and will be created using the Unity engine. The game supports one to four players connected by Bluetooth. The game uses text to provide context for a given story point, along with simple graphics displaying the current instance. Players will input commands through a simple menu provided on screen.The game will feature a progression system based on acquiring items or through gaining experience points. We aim to develop multiple classes for the players to choose from, each with different skills and preferred stats. Players will be able to choose various lengths of gameplay, for those adventurers with a schedule. Special instances and events might be triggerable dependent on other parameters specific to the current playthrough.

•Any limitations

All of our group members are new to learning graphic design and animation which will make our images difficult to create or perhaps not as aesthetically pleasing as we would like them to be. This is also the case for music. The main limitation would be our creativity when it comes to making new instances for a player to experience. Becoming acquainted with the game engine is also a factor.