CGRA151 Project Plan

Student name: David Burrell
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Name of game/artwork: Untitled Shump/bullet hell (Shoot Em Up)

Vision
1. Game concept: Standard Shump idea, ship moving 'forward' constantly with waves of enemies coming in from the top of the screen
2. Game play: Player controls the ship, and can fire at the enemies to destroy them.
3. Visual design: basic simple polygon ships, a scrolling background if time allows, otherwise simple background designs and maybe simple stages instead.

Timetable
1. A core working program (done by two weeks before deadline): Player controlled ship that can fire, a few enemies that don't collide with each other. Static background.
2. A reasonable submission (done by one week before deadline): player controlled ship that can fire. Enemies that can fire back. Attempt scrolling background and more than 1 wave of enemies
3. A well-polished submission (done by project deadline): player controlled ship, multiple waves of enemies, scrolling background. Different types of shots from player, enemies potentially drop power ups.