

# Overall Plan

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## Game Design:

For our game, our main character is a mouse, the mouse will be running around the floor of a house in search of cheese, which will reward 1 point, the cheese will be randomly spread out across the board. In addition to the cheese, there will also be a bonus steak, which is worth 3 pieces of cheese that will randomly appear. The board will be made up of a floor in a home with different rooms for example a kitchen, a living room, a bathroom, or a bedroom. Each room will have counters, walls, and different obstacles, like a bed in the bedroom, which will act as barriers for the mouse. In the beginning, our mouse will come out of a hole in the kitchen and look for cheese to eat while avoiding any obstacles. There will be 3 cats that are the mouse's enemies, going around these rooms trying to catch the mouse, and if successful end the game. One of the cats will actively hunt the mouse down, but the other two cats will roam randomly. In addition to the enemies, there will also be punishments in the form of mouse traps, which will dock 3 points. Finally, if the mouse doesn't get caught by the cats, and the mouse has collected all 6 pieces of cheese on the board it will exit through a different hole that will open on the other side of the board.

## Game Development:

To do this, we have decided to emulate the scrum and prototyping process models because we're all students and have other classes, this would allow us to quickly develop while keeping track of everyone's progress. Our plan is to meet after every class, preferably in person, where we would look at a backlog of tasks, see what the timeline looks like, talk about what the next steps are, what people are having issues with, and more. Unlike scrum these would be about an hour long, but we are also planning to keep each other updated every day using discord and try our best to have mini meetings when necessary. To work together we've broken the development into 4 stages: logic, combine, design, and extra. This would make sure we get the fundamentals of the game down first, giving us the chance to enhance it as we go, similarly to the prototyping model. We are also hoping to utilize black box testing, where one of us will create test cases for a feature someone else is working on, this will hopefully help us have less issues arise during phase 3 and therefore will need less refactoring later. The tests will also help us confirm if the feature is working as we would like it to, which will confirm if we can continue to work on less important features.