LCOM 21/22 - Project proposal
Platform strategy action game (single-player)

Introduction

In this project we pretend to implement a game consisting of an arena, where the player needs to eliminate all robots that are trying to defeat him, in order to win.

Functionalities desired

1. The game has a menu where the user can choose an option (play, instructions, scoreboard, exit).

2. The gameplay part consists of a level (easy, medium or hard) with unique characteristics.

3. Each level will have a map which is made of fences and contains a player and some robots.

4. The robots will chase the player and try to kill him.

5. The user can move the player around and eliminate robots.

6. Whenever the player or a robot hits a fence, the player/robot gets electrocuted and is killed immediately.

7. The player wins if all robots are eliminated.

Devices used

1. Video card (graphics mode) - displays the game and everything related (shows the maze, player and robots on the screen in addition to the main menu).

2. Keyboard - controls actions within the game (player movements).

3. Mouse - controls actions within the game (menu navigation, menu option selection and player attacks to robots).

4. Timer - used to control the timing of character's actions and game animations (robots' timely movements towards the player).

Weekly work plan

A. Week 1 - Project planning, making of sprites, graphics (menu and maps).

B. Week 2 - Animation (timer).

C. Week 3 - User input from keyboard.

D. Week 4 - User input from mouse, final adjustments, documentation and report.