

## MOBILE GAME DEVELOPMENT PROJECT PLAN

**Name:** CSGO 2048

**Developer:** Scott Stevenson

**Project Manager:** Jian Chen

Time: March 24 - March 31

Plan:

1. Get initial skeleton implementation of new game done
2. Find art for game

Execution: Believe I have found all of the art I want (except the background which I haven't decided on yet). I have a rough skeleton of the game done so far but it needs a lot of polish.

Time: April 1 - April 8

Plan:

1. Get art assets in the game and all animations working
2. Get all game mechanics working smoothly
3. Test speeds for character etc.

Execution: Partially done.

Time: April 9 - April 16

Plan:

1. Implement enemies
2. Implement power-ups and gems (gold also?)
3. Implement collision handlers
4. Implement form-changing animation handler

Execution: I'm killing this game. Spent about 15 hours getting a rough prototype together that incorporated all the basic game mechanics (obstacles, endless flying, etc.). After another 30 hours of trying to tweak those mechanics it still felt awful (just off....not sure how to explain it...clunky might be accurate). Essentially, the game sucked to play. I'm going to save it and maybe at a later date go back when I have more time and try to polish it into something that's enjoyable.

Time: April 17 - April 24

Plan:

1. Basically the plan is to build an entirely new game that doesn't rely on Cocos2D's weird gravity mechanics (maybe I just suck @ Cocos2d?). Instead of an infinite scroller I'm going to build something similar to 2048 but taking inspiration from one of my favorite PC games: Counter Strike Global Offensive. The game will have the same mechanics and goals as 2048 but instead of trying to get the 2048 tile the goal will be to get a defuse kit by combining similar guns before the bomb explodes. I'm not sure what the current time limit will be but once the initial iteration is complete I plan on

adding an easy, medium, and hard mode that change how long the player has to solve the puzzle before the bomb goes off.

- a. I need to find art for the game and get a working version of 2048 to start from. This is step 1.
- b. I then need to modify the base version of the game to incorporate CSGO elements, CSGO art, and time limits.
- c. Finally, I want to research the Valve/Steam/CSGO API and see if it is possible to affect in-game behavior through the app. If so, winning players could score bonuses for their team in the game by winning etc. I'm not sure if this is supported or if I will have time to fully implement this feature the way I see it in my head however.