ENSE 400
Mentor Scrum Report-Out
22/11/2019

•••

Super Capstone Bros

Jeremy Cross 200319513

Talyen Jones 200354271

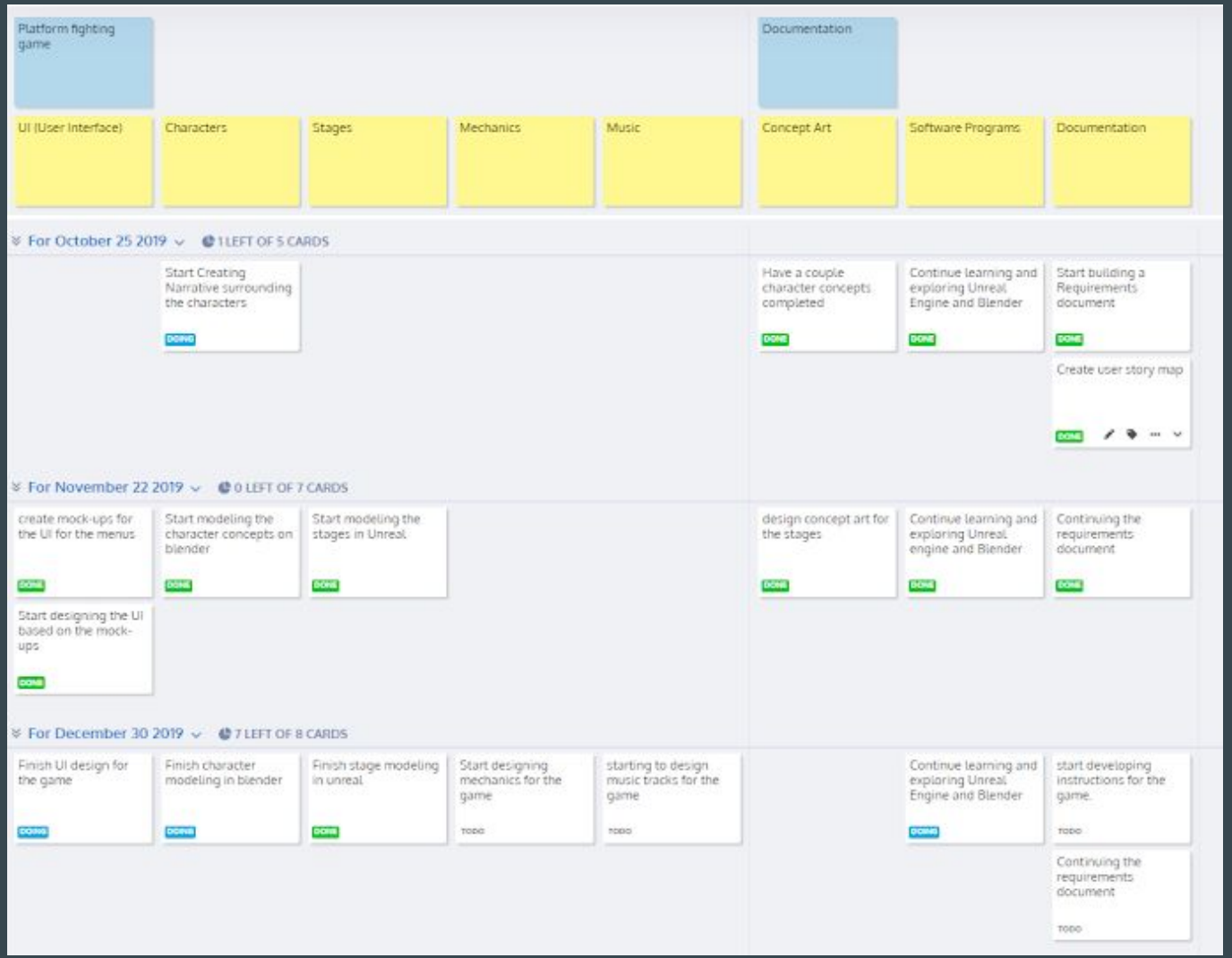
November 22 2019

Project Idea

For the ENSE 400/477 terms we are hoping to build a platform fighting game that utilizes the best ideas from the genre and adds new idea to expand it farther.

For this project we are ultimately trying to learn and expand our knowledge of game design. By the end we hope to have the knowledge to be able to maybe continue with this project or be able to delve into other projects involving game design.

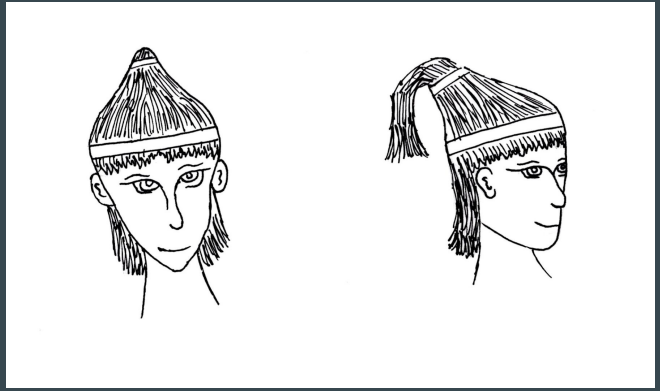
User Story Map

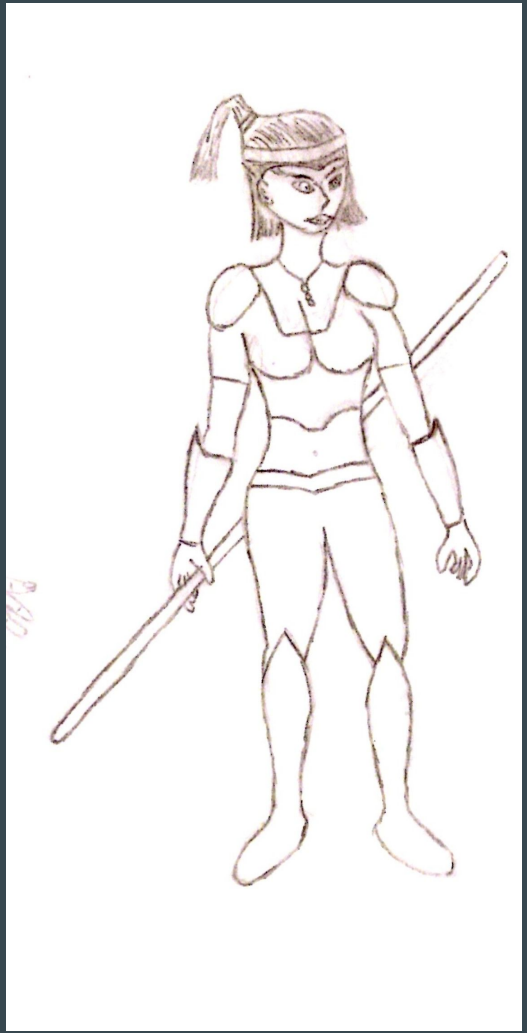


Characters

Character Name: TBA

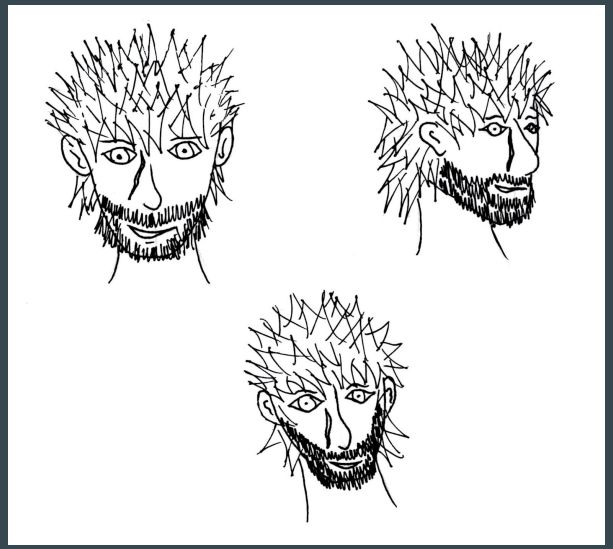
- Weapon User Archetype
- Uses a staff

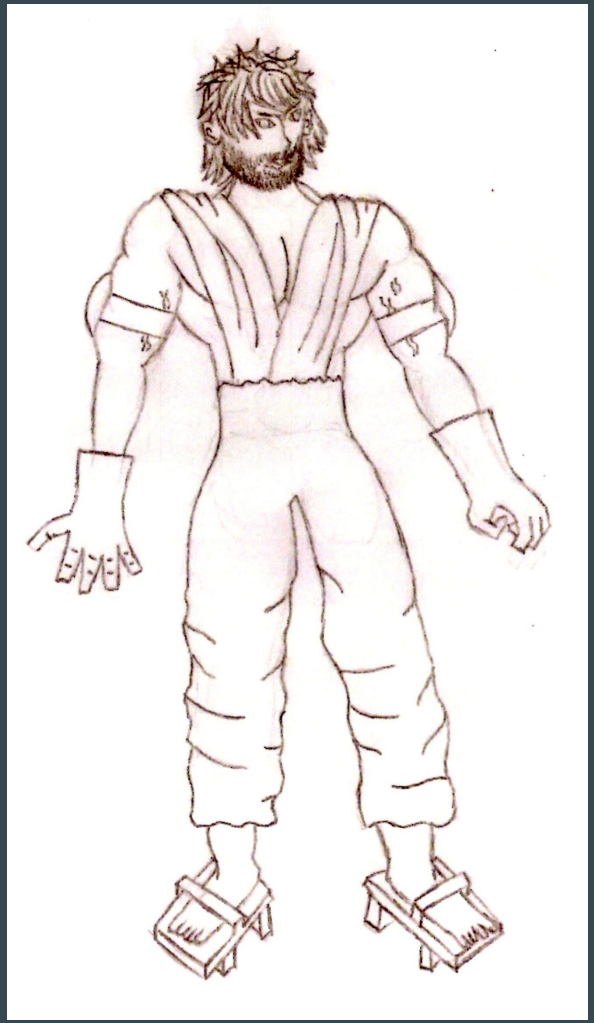




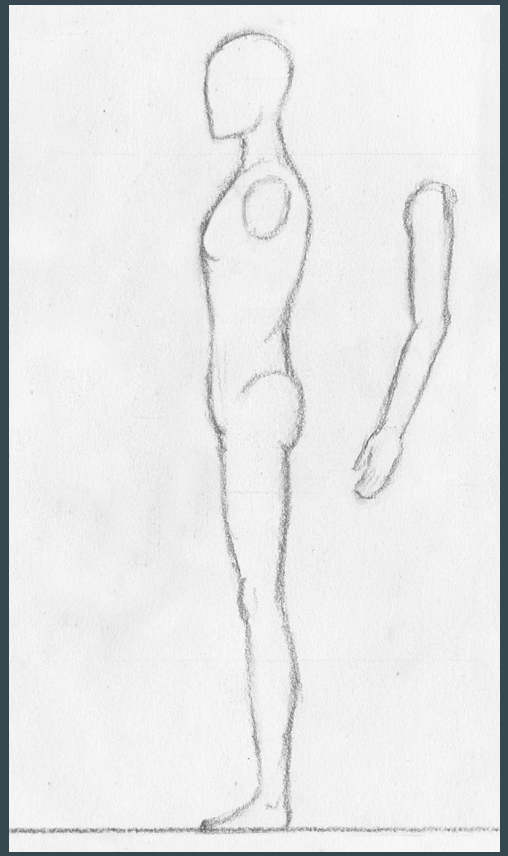
Character Name: TBA

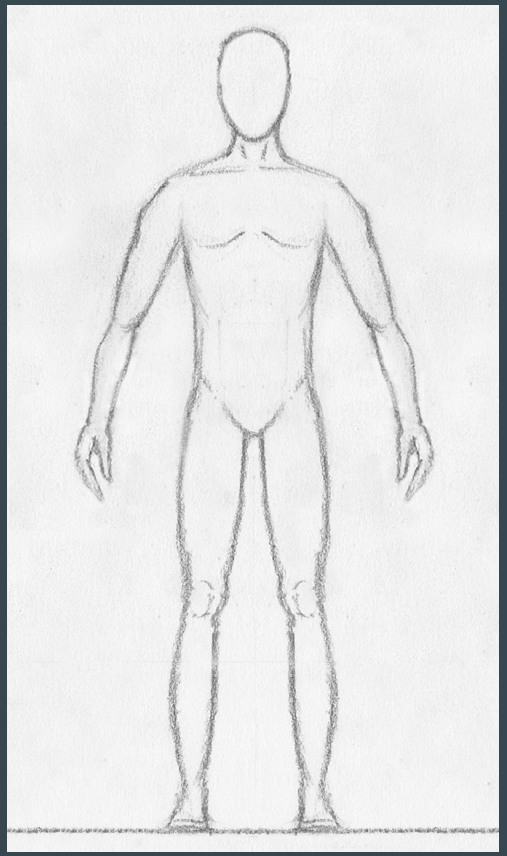
- Brawler/Grappler Archetype
- Uses power gauntlets



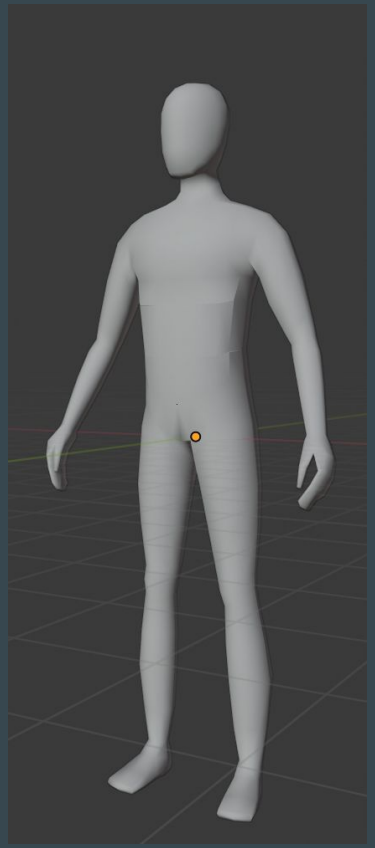


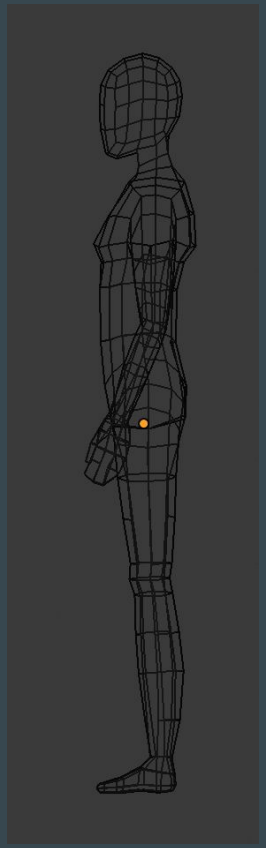
Blender Stuff

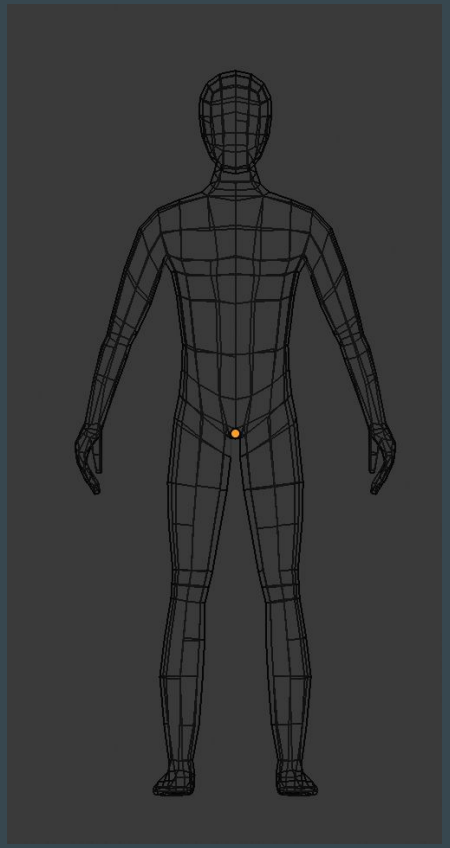




Blender Stuff

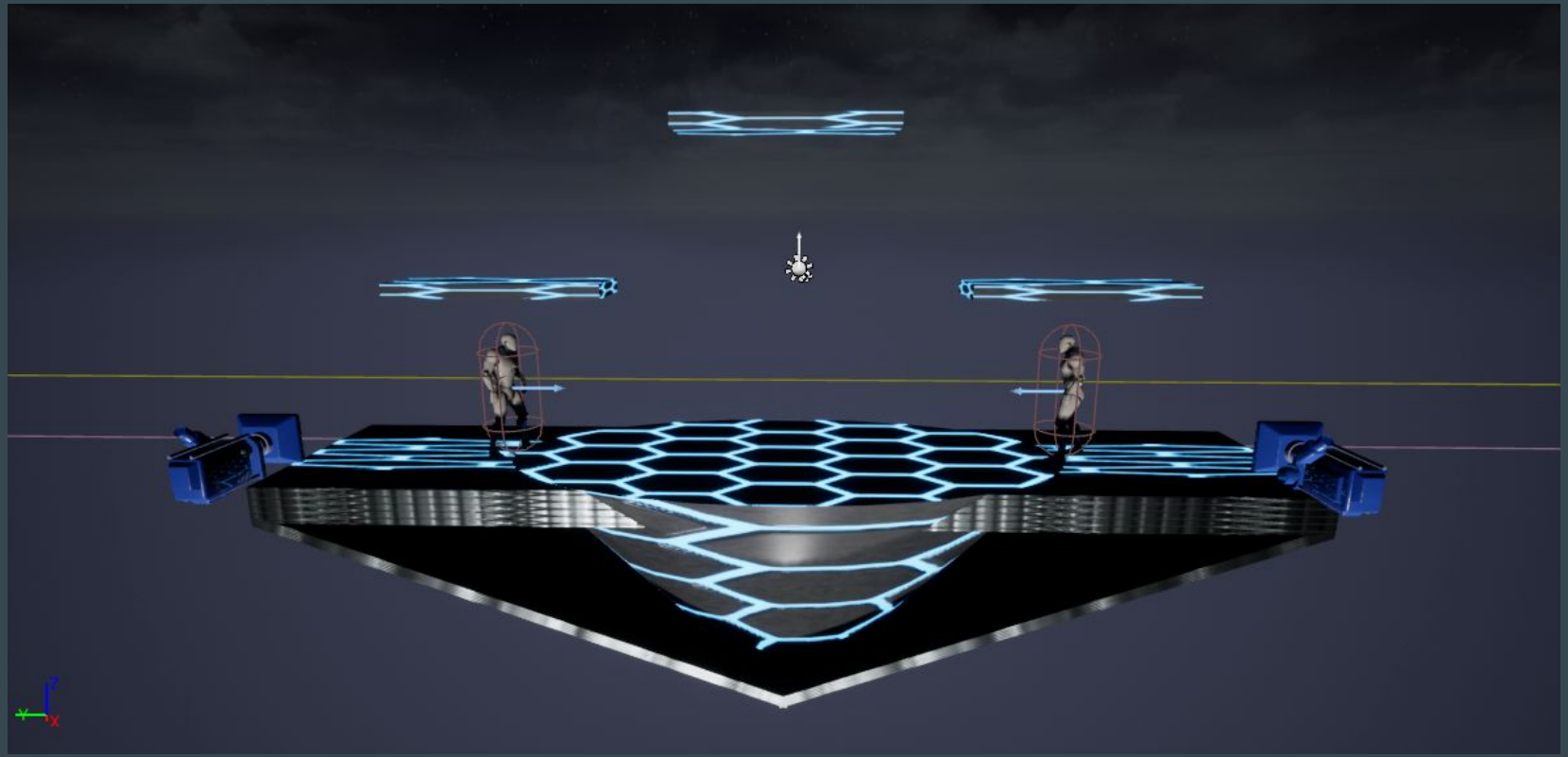






Stages

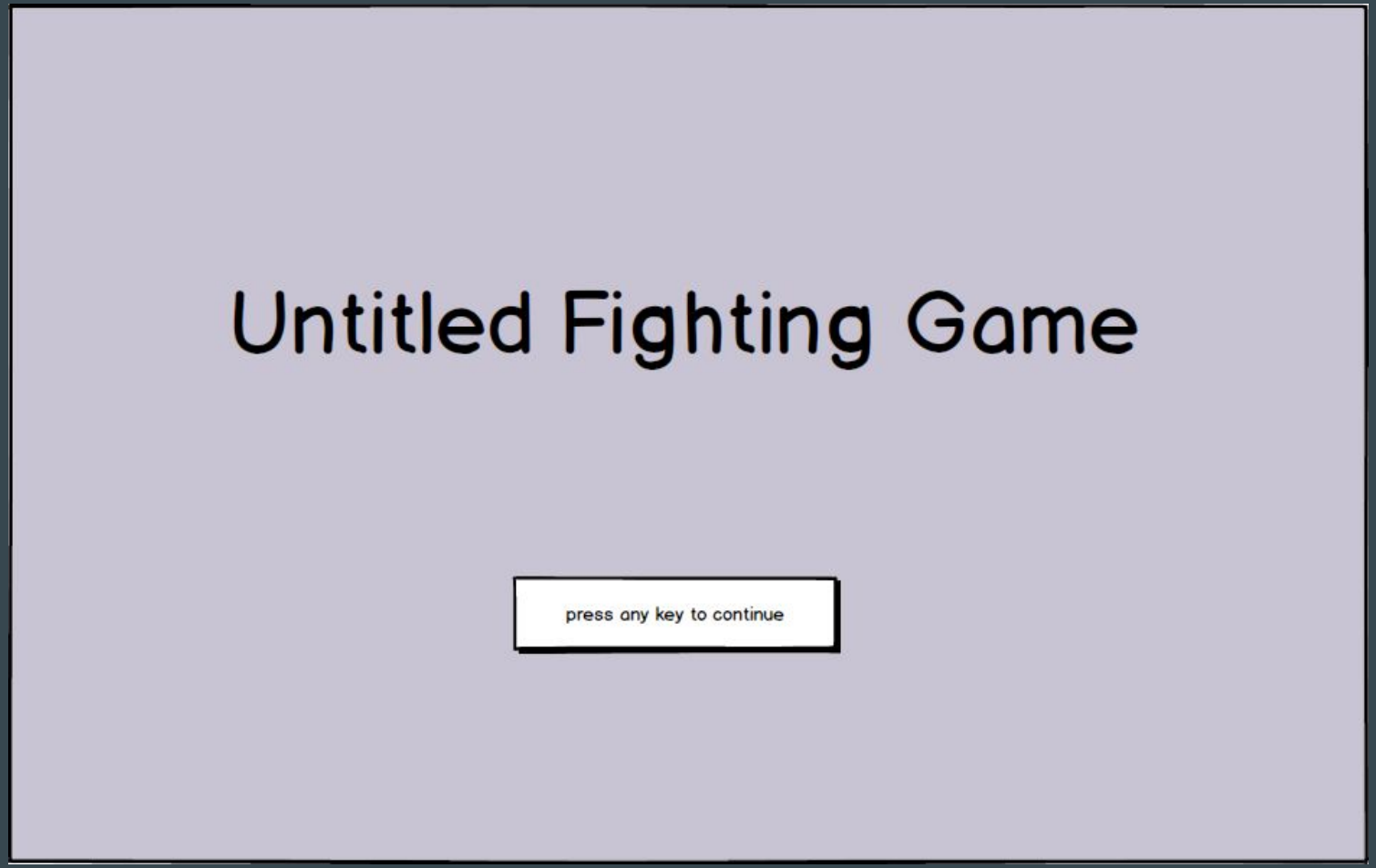
Standard Tri Platform Stage



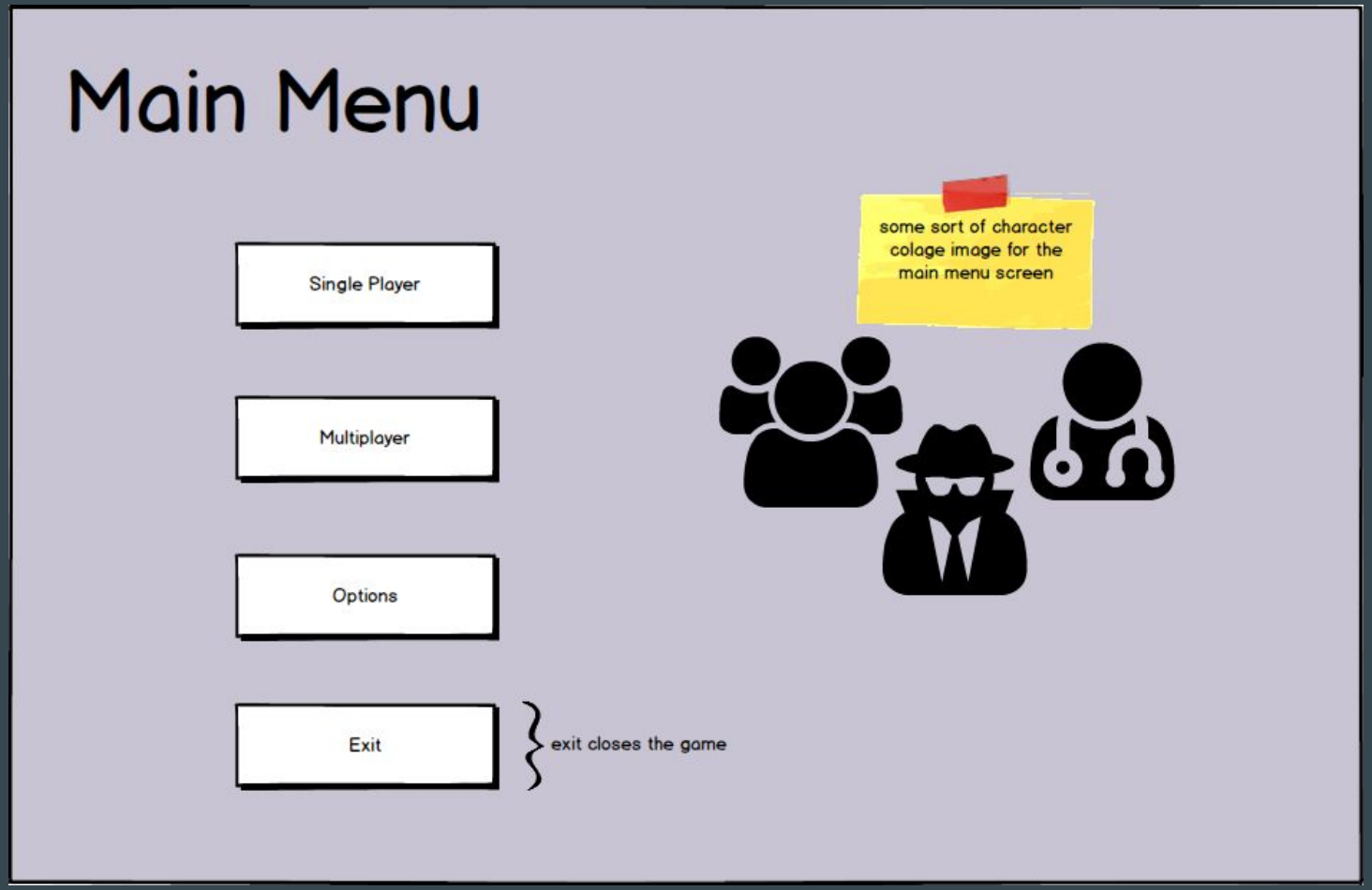
The Coliseum (Flat Stage non platforms)

User Interface

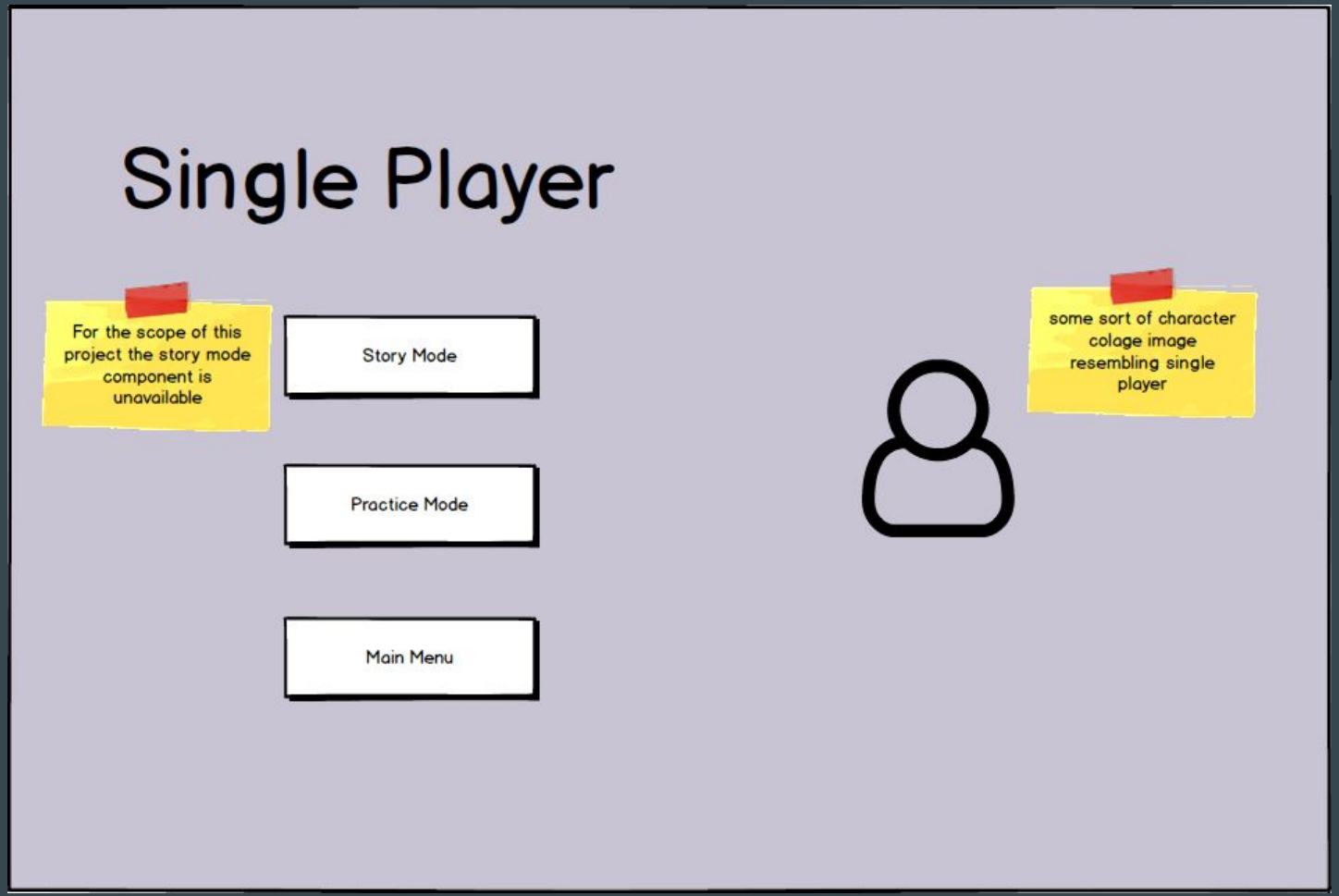
Title Screen (Initial Start Up Screen)



Main Menu


Main Menu
Single Player
Multiplayer
Options
Exit
exit closes the game
some sort of character colage image for the main menu screen

Single Player Screen



Multiplayer Screen

Multiplayer

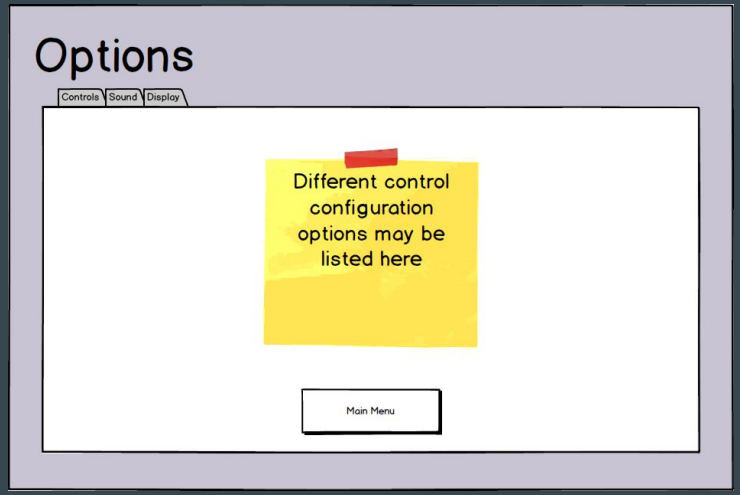
For the scope of this project the online component is unavailable

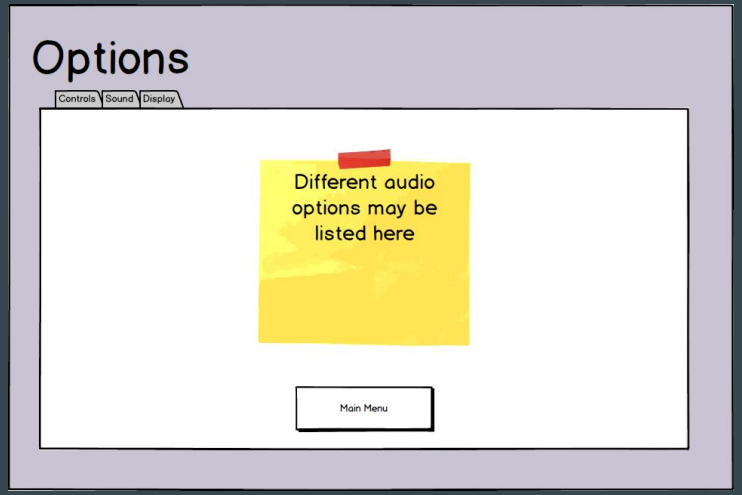
Online

Local

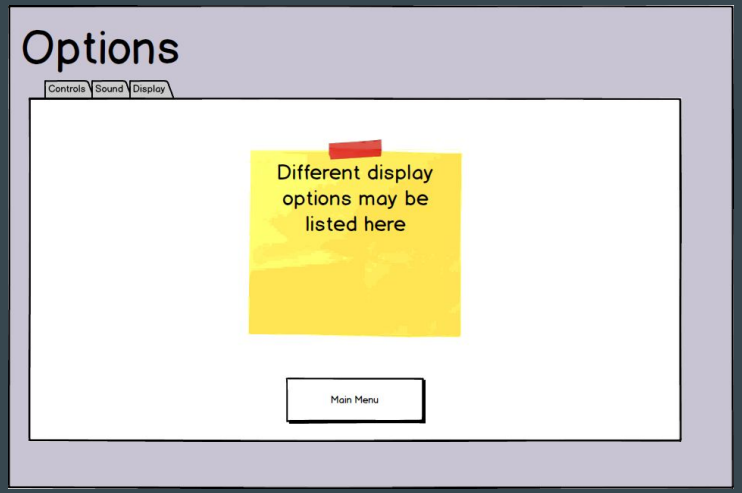
Main Menu

some sort of character colage image resembling multiplayer





Options Screens

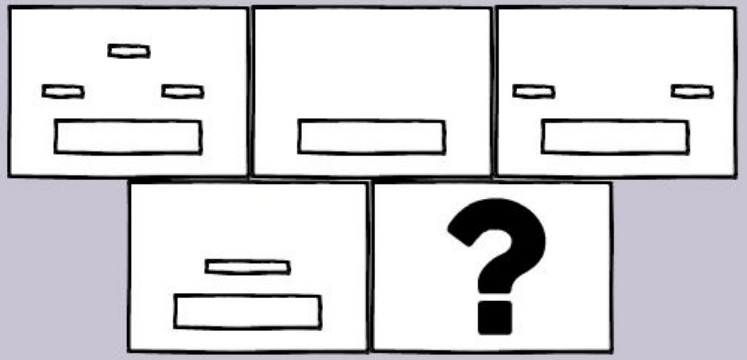


Character Selection Screen

Stage Selection Screen

hold b to go back

Select a Stage



Once a stage has been selected the match will begin, question mark is random stage select

Group reflection

- Do you feel you are on track?
  - I think we are satisfied with our progress
- Do you feel there are barriers to your success (if any)?
  - I think for the most part we are ok right now
  - We are heading into blueprinting so we might hit some difficulties there

Questions/Comments?