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

Super Capstone Bros

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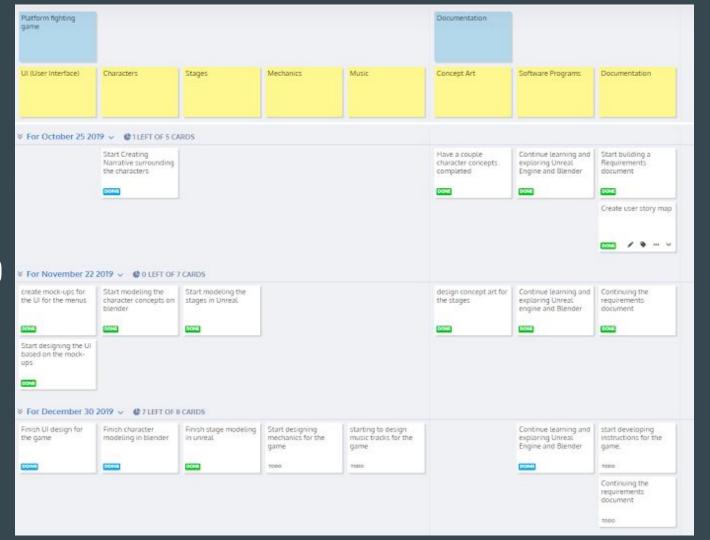
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November 22 2019

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.



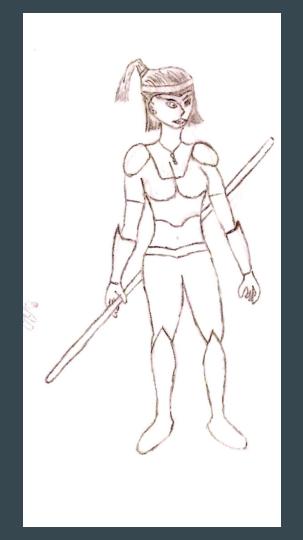
User Story Map

Characters

Character Name: TBA

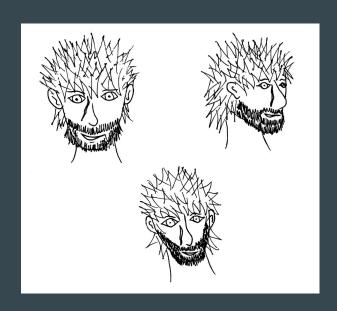
- Weapon User Archetype
- Uses a staff





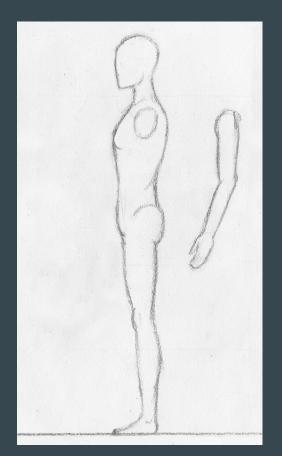
Character Name: TBA

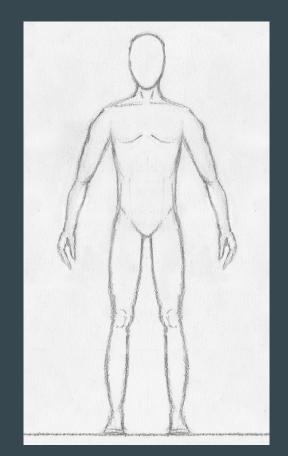
- Brawler/Grappler Archetype
- Uses power gauntlets





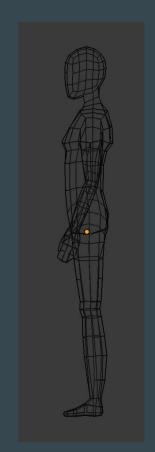
Blender Stuff

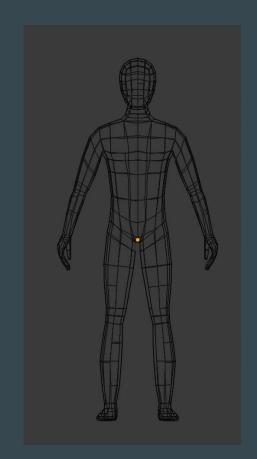




Blender Stuff

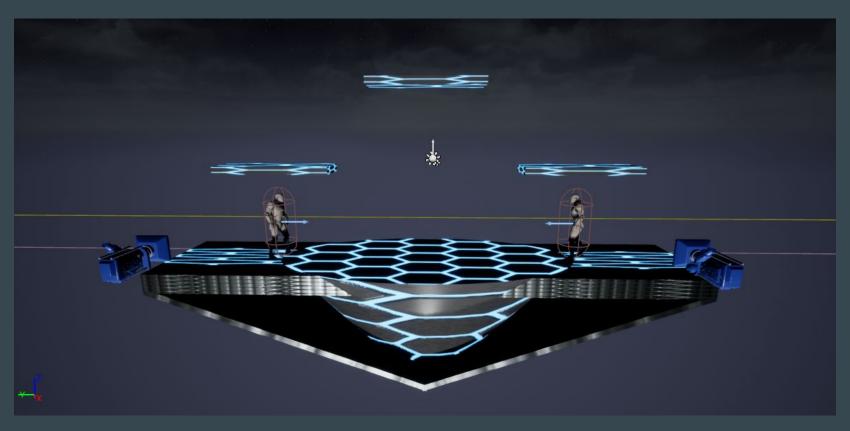






Stages

Standard Tri Platform Stage



The Coliseum (Flat Stage non platforms)



User Interface

Title Screen (Initial Start Up Screen)

Untitled Fighting Game

press any key to continu

Main Menu

Main Menu

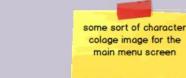
Single Player

Multiplayer

Options

Exit

exit closes the game





Single Player Screen

Single Player

For the scope of this project the story mode Story Mode component is unavailable

Practice Mode

Main Menu



some sort of character colage image resembling single player

Multiplayer Screen

Multiplayer

For the scope of this project the online component is unavailable

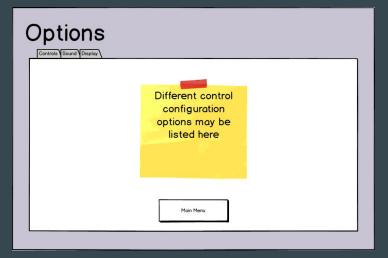
Online

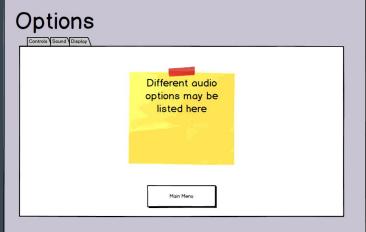
Local

Main Menu

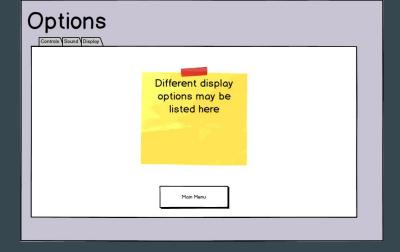








Options Screens



Character Selection Screen

Choose your Character

5 hold b to go back

Stocks (4 >

Number of stocks in a match. By default starts at 4



character selection for the current scope of this project we will just have 2 characters, question mark is random character select

Ready to Fight

once both players have selected their characters the ready to fight message will appear on the screen, pressing a certian key will move to the character select screen



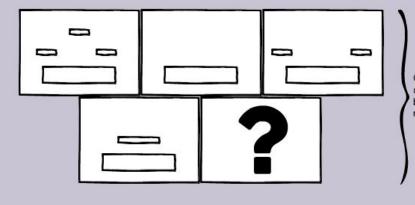


small portrats of characters shown for each players character.

Stage Selection Screen



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?