INITIAL PROJECT SPECS

NAME: Papa John’s Kool Coding Klub

PROGRAM OVERVIEW:

2D Bullet Hell Roguelike dungeon crawler game

User will control a character that tries to escape a dungeon by fighting through enemies with brute force. The user will be forced the narrowly dodge bullets with attacking enemies to progress through the rooms, maps and levels

DESCRIPTION OF USER INPUT:

WASD to move

Left Click to use weapon

Scroll to switch weapons

Right click for special ability

E to interact

Tab for inventory

Esc pause

Q for throwable/consumables

DESCRIPTION OF PROGRAM OUTPUT:

Character moving and shooting weapon firing bullets.

Enemies that move randomly, and attack anyone in a radius around them

UI:

Health

Ammo

Throwable/consumable count

Minimap

Currency

Keys for chests

Armor amount

Inventory

STRUCTURE OF YOUR DATA THAT WILL BE STORED IN TEXT/XML/JSON FILES

Item attributes

Dialogue

Player attributes

**Release Schedule (the second half of Specs)**

**Here, you will show an itemized plan for completing your project. You will share how you foresee your program developing, from 1.0 to 6.7 (be creative with release names). Do not worry about specific times of completion; be more concerned about the specifications that would make a given release clearly unique. The release schedule will be like rungs on a ladder that will give you direction with clearly defined progressive goals.**

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| **Release Name** | **New incremental features of this release** |
| **1.0.0** | **Loading maps** |
| **1.1.0** | **Player movement** |
| **1.2.0** | **Enemies** |
| **1.3.0** | **Combat** |
| **1.3.1** | **Weapons** |
| **1.3.2** | **Bullets** |
| **1.3.3** | **Hit detection** |
| **1.4.0** | **AI** |
| **1.4.1** | **Enemy movement** |
| **1.4.2** | **Enemy-player detection** |
| **1.4.3** | **Dodging projectiles** |
| **1.5.0** | **Armour** |
| **1.5.1** | **Damage reduction** |
| **1.5.2** | **Changing player sprite** |
| **1.6.0** | **Interactable map objects (chests, item shop, loot)** |
| **1.6.1** | **Picking up loot(i.e. weapons)** |
| **1.6.2** | **Interacting with objects(doors)** |
| **1.6.3** | **Shop and chests** |
| **1.7.0** | **Inventory** |
| **1.8.0** | **Throwables/consumable items** |
| **1.9.0** | **Switching weapons** |
| **1.10.0** | **Special abilities** |
| **1.11.0** | **User interface** |
| **1.11.1** | **Weapons and ammo count** |
| **1.11.2** | **Health/Armour** |
| **1.11.3** | **Minimap** |
| **1.11.4** | **Currency** |
| **1.12.0** | **Dialogue** |
| **1.13.0** | **Boss battles** |
| **1.14.0** | **New playable characters (classes)** |