Group 16

Group Members:

Thomas Tantalo, Alan-Michael Bradshaw,

Jared Corman, Evan Campbell-Weiner

Project Plan

General Description:

Our proposal is a simple 2D grid-based turn-based Dungeon crawler video game. There will be a 2D character with level-based stats and lootable items each with different effects. There will be randomly generating maps consisting of rooms and hallways with semi-randomly generated enemies. Enemies can be randomly generated or selected from a premade library. Enemies will have a simplistic pathfinding. Upon encountering an enemies there will be a fighting system in which the player can make an attack followed my the enemy then repeating. The player will be able to save their character and items within their inventory and if they succeed they can continue on to another map.

Description of Target Market:

This game would be designed to act as an entertainment based game that can be played by people across a wide-range of ages. It would mostly be focused on providing people with a new take on turn-based strategy games, and would provide a refreshing recreation of game design. In addition this game would have a unique and retro style of gameplay, that would target people who grew up playing simpler games then modern day. As well, because of its ability to save, it would be a game meant to provide people with entertainment in brief moments, with clear and distinct endings, that will make it a great game to play in breaks.

Proposed Functionality Details:

* Java and a GUI
* Java FX or Unity (will look into more)
* Storage Structure

Group Contract: Group 16

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| Name | Part | Contribution Weight | Signature |
| Evan Campbell-Weiner | Lead project documentation/deadlines.  Assist with UML, Coding, Testing | 25% |  |
| Jared Corman | Lead UML and map-generating AI, assist with documentation, coding, testing | 25% |  |
| Thomas Tantalo | Lead testing processes and assist with UML, coding, and final documentation. | 25% |  |
| Alan-Michael Bradshaw | Coding and implementation (Assist with UML, testing, documentation) | 25% |  |