

Zombie Escape the Room Video Game – Project Proposal

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- **What is the main idea of your project? What topics will you explore and what will you generate? What is your minimum viable product? What is a stretch goal?**

The main idea of our project is to make an escape the room style video game where the player can shoot the attacking zombies. To start, the player will have one life (the player dies when touched by a zombie) and the next goal is to give the player 3 health bars. We are exploring pair programming and object oriented programming. Our stretch goal is to add riddles/puzzles that the player has to answer/solve to open a door to the next room.

- **What are your learning goals for this project (for each member)?**

Ever – Learn object oriented programming, practice pair programming

Vienna – Learn how to use pygame, object oriented programming

- **What libraries are you planning to use? (if you don't know enough yet, please outline how you will decide this question during the beginning phase of the project).**

Definitely using pygame

- **What do you plan to accomplish by the mid-project check-in? (See below for some generic goals; edit to suit your particular project)**

We plan to have a player character that you can move around with user input.

- **What do you view as the biggest risks to you being successful on this project?**

One danger could be trying to do too many things and then not getting very many of them done at all, so we need to keep in mind the scope of our project.