

## Group 21

### **Overall Plan:**

The project will be divided into two parts, the frontend and backend. Two developers will work on the frontend to develop the user interface, visuals, and ambience of the game. Two developers will work on the backend in order to implement the logic of the game. The team will have weekly meetings to discuss their progress in development and collaborate. The group will maintain a pixel/retro/arcade style design for the game and use LWJGL (Lightweight Java Game Library) to help with the implementation.

### **Description:**

A player (Student) moves around the 2D board and needs to gain the rewards such as Special Reward (Bubble Tea) and Regular Reward (a Cup of Coffee) to obtain higher points. At the same time, the player should avoid the punishment (MACM – Final Exam Paper) to not lose their health and points. Throughout the game, the player meets enemies (Raccoons) to defeat. If the player cannot defeat an enemy, the health bar goes to less than or equal to 0, and the game ends. If the player defeats all the enemies on the field, the final boss spawns. The player should defeat it as well to finish the game successfully. Once the game ends, they can submit their score (time) to the Scoreboard, which contains the latest 5 top scores (shortest times).