Game proposal by Team FOL (write the particulars of each person)

Proposed Game Name

* Laser Cat

Game Description

* Player is tasked to evade the cat paws by constantly moving the laser pointer.
* Player has up to a set number of health and the game ends when health is completely depleted.

Game Influences

* Laser Pointers
* Cat Behaviours

Features of Game

* Must-haves
  + A dot to represent laser pointer
  + Circles of varying sizes to the cat paws
* Good-to-haves
  + Graphical quality (different picture each movement)
  + As time goes by, the cat paws should move at a faster rate

List of Tasks to Achieve Features

* Main Features
  + Mapping out coordinates where player can move
  + Programming the randomized cat paws attacks
  + Health and scores
* Broken down to smaller tasks
  + Mapping out coordinate where player can move
    - Create a dot (or a set of dots) to represent the player
    - Allow the player to move anywhere
  + Programming the cat paws
    - Create a cat paws based on ASCII symbols
    - Make the cat paws appear at randomized times and areas
  + Health and scores
    - Game ends when player loses all health points
    - Gameplay gets faster at a set interval

Rating of Task Difficulty

* Rating of difficulty tasks is Small (S), Medium (M) and Large (L).
* Main Features
  + Mapping out coordinates where player can move
    - Large (L)
  + Programming the cat paws
    - Large (L)
  + Health and scores
    - Large (L)
* Broken down to smaller tasks
  + Mapping out coordinate where player can move
    - Create a dot (or a set of dots) to represent the player
      * Small (S)
    - Allow the player to move anywhere in the plane
      * Medium (M)
  + Programming the cat paws
    - Create a cat paw based on ASCII symbols
      * Medium (M)
    - Make the cat paw appear at randomized timing and areas
      * Medium (M)
  + Health and scores
    - Game ends when player loses all health points
      * Medium (M)
    - Gameplay gets faster after a set interval
      * Large (L)
  + Additional Features
    - Improve graphics quality
      * Large (L)

Estimation of Time Required to Complete Tasks

* Rating of difficulty tasks is Small (S), Medium (M) and Large (L)
* Based on the difficulty rating, the number of hours will be reflected as a rough guide:
  + Small (S) = 10 hours or less
  + Medium (M) = More than 10 hours but less than 20 hours
  + Large (L) = More than 20 hours
* Main Features
  + Mapping out coordinates where player can move
    - More than 20 hours
  + Programming the cat paws
    - More than 20 hours
  + Health and scores
    - More than 20 hours
* Broken down to smaller tasks
  + Mapping out coordinate where player can move
    - Create a dot (or a set of dots) to represent the player
      * 10 hours or less
    - Allow the player to move anywhere in the plane
      * More than 10 hours but less than 20 hours
  + Programming the cat paws
    - Create a cat paw based on ASCII symbols
      * More than 10 hours but less than 20 hours
    - Make the cat paw appear at randomized timing and areas
      * More than 10 hours but less than 20 hours
  + Health and scores
    - Game ends when player loses all health points
      * More than 10 hours but less than 20 hours
    - Gameplay gets faster after a set interval
      * More than 20 hours
  + Additional Features
    - Improve graphics quality
      * More than 20 hours