Stage 1 Information Technology

**Multimedia Programming - Project Proposal**

Name: Tristan Fulford

Project Name: Noble

Description/Aim

The game is a simple 1D platformer world where you play as a knight (or other classes if development permits) and you aim to protect and help build a castle. Improvements in the castle allow for upgrades to the character. The game will have multiple maps with varying levels of difficulty. Achievements will be awarded for defeating enemies or upgrading aspects in a certain way. On death the game will show a screen that shows heritage and the next used character is the offspring of that previous character.  
Completion of the game is fully upgrading the castle (and defeating a boss maybe) but the game can continue onwards after completion.

Outcomes

*Outline the main things the app needs to do or have.*

1. **User Interface** – *describe briefly how the game will look and the main features on each screen.*

* Pixel based visuals
* Forestry and nature for atmospheric effect.
* The game will be entirely imagery and audio with no text (except for menu, items, and selection)

2. **Data Input** – *describe how the user will interact, control or enter data.*

* Tap on left and right quarters of screen for movement.
* Tap and drag to direct position / aim of weapon.
* Tapping of menu objects for menu item selection.
* Dragging of castle elements to upgrade.

3. **Processing outcomes** – *briefly describe each of outcomes from the processing of data.*

* Character data saves to a json file periodically and on selection.
* Upgrading castle and character results in damage / protection multipliers.
* The player defeats enemies resulting in increase of money. Higher difficulty means more money.
* Character proximity to buy location reveals upgrade / buy button.
* Defeating of enemies result in increase of money.
* Character death results in loss of gained money and items.