Overall plan and the description of the game

Our overall plan is to tackle the required features for the project immediately so we have a foundation for our game. Once the foundation has been laid out we can start adding our own thought up features and create a more unique game. The setting for our game takes place in a modern-day software engineering tech company named Gaagle. The main character in our game is a software engineer who can no longer handle their bosses' abuse and their way of getting back at them is to plant mystery ingredients scattered across the office in their coffee. As the player, you will go floor to floor in this corporation collecting items from each floor to place in your boss's coffee.

The gameplay can be broken down into the following:
At the start of each level, the player has X amount of lives and each level is a game board that is represented as a floor of an office. The board will consist of all the objects that form a playable level. This includes the player, enemies, rewards, and walls. The outer walls will be made up of the square structure of the building and the inner walls will be formed by cubicles and rooms the player can enter to gain items/bonuses. At the start of each level, the player has X amount of life. Lives are based on the level's difficulty. There will be a starting point represented by the player's own cubicle and the exit point represented by the boss's office.

The player's objective for each floor is to collect the most disgusting items they can find to be placed in their boss' coffee. However, this comes with its challenges as other coworkers, which represent our enemies, are out to tell your boss of your nefarious deeds. The two types of coworkers you have to deal with are the ones walking around trying to catch you and the coworkers hiding in their office rooms waiting to catch the player off guard(the traps). The player must then avoid all these obstacles while hoarding these items and successfully exiting the game board in order to successfully beat the level. There will be a scoring system such that the more items that you put into the coffee, the more points you will receive if you have been caught by more than 3 times, game over. Moreover, there will be spaces where there are friendly coworkers in their cubicles who will give you their personal disgusting item which will act as a bonus reward that will give the player more points.

However, if any of the enemies or traps catch you, players and enemies are sent back to their respective starting positions. On top of that, one of the collected items the player currently has is taken away and is placed back in its original position. The player will then lose a life and if all lives are depleted, you fail the level, the game is over, and whatever score you have is recorded.

In regards to the actual development aspect, we are hoping to use the agile and scrum process to develop our game. Main points being that we are a small group of developers and there may be some changes at the moment that we may choose to implement or remove while we are programming the game. Also, we have already planned scrum meetings every Thursday and Saturday to assign sprints to members to have a consistent flow of progress throughout the design and the development of the game. In regards to the actual division of roles, we are planning to distribute the roles according to interests when we actually start programming, as we believe it is too early to tell which person suits a certain role. But we will go over that in our first coding meeting as we are still in the designing phase.