

Team Members

Mr. K
Mr. K's Android statue

Period

2

Team Name

Ubermench

Project Title

StamineCraft: The blocky RTS.

I. Project Idea

Create A single player Real Time Strategy Game

Example of games this is similar to: Starcraft, Age of Empires.

You have an interactive base of operations. Buildings do things, such as:

- build units to attack opponent with
- collect resources
- research upgrades for units

There would be multiple Unit types that would be used to:

- Build and upgrade your base
- Attack the opponent(s)
- Collect resources
- Gather information

II. Critical Features**1. Units**

Units will be able to be selected.

Units that are selected can move to a new position.

Units can build New "Buildings"

Units can attack other units.

2 Buildings

Gather resources automatically (like a mine that ores gold or iron)

Click on buildings, display what they can do.

- Build New units

3 AI

Computer controls a base and can build troops to attack the player.

III. To be added later Features

Research technology for new units

upgrade existing units

etc...

(Write "nice to have" ideas here)

This page does not have the actual prototype, it explains what you need to do. The length of the explanation is not indicative of the length of your prototype.

IV. Development stages:

This is where you Say How you plan to progress adding features, and how you plan on breaking up the tasks.

You cannot have two people work on the same parts all the time, most of the time at home, you should be working on different aspects of the project, so try to lay out how you want to break it up into smaller chunks here.

This is different per project and you should write at least 4-5 phases so you have goals that you can try to reach.

Decide what your minimum functionality phase is. That is your most critical goal because after that point, your project should WORK.

WORK means it runs, and does at least what it did in the previous version. It should never be broken by new features. Every time you update your project it should remain in a functional state, or you should comment out the changes. As you develop it, it should work BETTER.

V. Diagrams of features:

- You need AT LEAST 2 diagrams.

- Each Diagram should be a separate page with the typed description below OR on the subsequent page

There should be diagrams to depict different parts of your project. If you only have one screen / phase, then show examples of how the world changes.

For each Diagram:

(This is the only part that doesn't have to be typed)

1-You can draw JUST the world(the black window in netlogo) OR you can draw the world + the interface (buttons).

2-You must draw with a computer or by hand your depiction of your intended project.

3-Circle and Numerically label the parts. Do this in a bright color if you want it to stand out.

(Back to typing)

4-Type a list of the numbers with a typed description of each element and what it does.