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EECS 448

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Semester Project Proposal

For our semester project we would like to make a two dimensional side-scrolling game. The character will be controllable by the player and will be able to move throughout a 2D environment based on the user's input. The character will be able to move both horizontally and vertically across the screen and will react to the environment with an at least a simplified physics interaction. The player will have to move mainly horizontally through the level to reach the end while avoiding or defeating enemies and avoiding falling off platforms. There will be at least one level, possibly more if time permits. If there is more than one level then after one level is completed the next will load and the player's score will persist.

Steps:

1. Create class, activity, and state diagrams for the relevant systems (i.e. menus, AI, general game objects)
2. Plan an MVC architecture to handle player input and update the game's underlying data.
3. Use methods from Agile Development to implement basic functionality of the game to a playable state. Then add additional functionality incrementally.
4. With left over time we will adjust already implemented features based on feedback from playing the game (not necessarily bugs but making the game play well).
5. Finally we will try to make the game look good by adding art if there is time.

The output of the program will be the visual display that the player sees as they are playing the game. The game will provide visual feedback to the player both in the form of GUI and visual queues with the in game 2D graphics.