Task Distribution

Christina

1. Game Design/Art
   1. Art of characters, character portraits
   2. Backgrounds within the game which includes the school, locations within the school, and backdrops for the puzzle games
   3. Dialogue box
   4. Puzzle art
   5. Design/art for the frontend/website.
2. Front end/Web Design
   1. The layout and design of the website. This includes the homepage, register and sign in pages, game page, and puzzle page.
3. Scriptwriting
   1. Dialogue for the entirety of the game. This entails character dialogue, any descriptions and narrations, and dialogue for Computer Science lectures.

Grayson

1. Coding Movement within game
   1. Have a set speed and have directional input followed by barriers using collision to prevent movement into unplanned areas.
2. Bug testing
   1. Testing for any fringe cases where an interaction could be improperly implemented.
3. Input and proper interaction scripting
   1. Ensure that the player would be able to interact with the prospering aspects of the game, npcs, doors, etc.
4. Environment scripting
   1. Creating the environment to fit with the art provided.

Jaken

1. Database
   1. Account register functionality
   2. Login/Verification functionality
   3. Saving/Accessing player data from the database
   4. Loading the database with computer science questions and making it available to access them in a easy manner
   5. Loading/accessing puzzles from the database
2. Flask
   1. Create route to home page
   2. Create route to register page
   3. Create route to login page
   4. Create route to game page
   5. On game page make sure the game can function in a box-in-box manner
   6. Add in DB access on the backend of all necessary routes
3. Puzzle
   1. Create the designs of puzzles to be used within the game and add them to the database
   2. Implement a function to check how many spots within the puzzle make up the picture
   3. Representation of the puzzle in code
   4. Functions to create the labels for both rows and columns of the puzzle
   5. Ability to traverse through the puzzle to select specific squares
   6. Properly checking the user’s inputted square with the puzzle to determine if it is a correct decision or not
   7. Properly removing lives based on the user’s input

Our Plans for the Midterm Presentation

Our plan for the midterm presentation is to show the functionality of at least a single instance of every piece of our project. This entails, a playable character/protagonist, at least 1 transition between locations in the game, a single interaction with a single character within the game with dialogue that will lead you into a single puzzle. Within the puzzle there will be 3 computer science questions asked to the player. You have 3 chances (represented in hearts) to answer questions as well as complete the puzzle. Answering incorrectly will remove a heart, selecting an incorrect location on the puzzle will also result in the loss of a heart. When the player has lost all 3 hearts, the game will restart from the beginning of the day. Should they answer correctly and complete the puzzle, the game will transition into a computer science based lecture and end, thus completing day 1. For the midterm, we do not intend to have multiple days, but rather display what the events of a single day would look like.