Main Project Scope and Plan

Watch the week 7 and 8 class lecture before filling this out for a walkthrough and explanation of expectations.

Introduction

Student name: Jason Mai

Project name: Crowley and the Cheese Covenant

Link to reference game (the game whose core mechanics are being replicated):

https://kultisti.itch.io/hop-owl

GitHub repository link (not commit hash, but the actual URL to repo):

https://github.com/JasontheMai/Project-Crowley

Project executive statement  
*In no more than the length of a tweet (280 characters), describe your game*

The game I am designing is a 2D platforming game about a cute crow named Crowley. Crowley will traverse an expansive world while collecting cheese and avoiding traps. My game will feature unique graphics by utilizing arrays of images to give the illusion of animations. My game will also have a fluid movement system and potentially also feature lore about Crowley’s world. I believe that the strong mechanics and simplistic yet appealing art style, will make my game very profitable.

Project graphical mode (2D or 3D):

2D

Game genres, types, and perspective  
*E.g. point-and-click, first-person, WASD, platformer, side-scroller, beat-em up, etc.*

Movement based platformer from a 3rd person perspective

Game description

Use the space below to describe the theme of your game, along with any other high-level notable differences between your game and the game whose concepts are being replicated. You may use text, diagrams, or other images to more clearly describe the way your game is supposed to look and feel.

*Feel free to use largely what you wrote in your main project finalizing selection and theme assignment*.

Crowley and the Cheese Covenant is a movement based platforming game where you fight against gravity to go around levels collecting cheese. The player controls Crowley, the main protagonist of this story via the WASD keys with A and D moving him left and right respectively and W causes him to flap his wings propelling him into the air all while gravity is constantly pushing him down. It is the player job to manage Crowley’s position in respect to the several obstacles and traps he will face on his quest to conquer all cheese. Ideally, I aspire to model this game to look, feel, and move like Celeste. I am mostly mimicking it’s art style and theme, and I hope to achieve the fluidity of control Celeste has. The actual game I’m replicating however will be quite similar to my game with a few graphical differences.

List of graphical and sound assets required for your game

*Feel free to use what you had written in your main project finalizing selection and theme assignment, along with any revisions or updates since then.*

Graphics:

Cheese

<https://henrysoftware.itch.io/pixel-food>

Portals

https://actuallykron.itch.io/32x32-2d-portal-asset-pack

2D Crow

[Crow 2D(Demo) by SR Kerala (itch.io)Links to an external site.](https://sr-studios-kerala.itch.io/crow-2ddemo)

https://sr-studios-kerala.itch.io/crow-2ddemo

Witches

[Witches Pack by 9E0Links to an external site.](https://9e0.itch.io/witches-pack)

https://9e0.itch.io/witches-pack

Free Trap Platformer

[Download Free Trap Platformer by blackdragon1727 - itch.ioLinks to an external site.](https://blackdragon1727.itch.io/free-trap-platformer/download/eyJpZCI6MTQxODA5NSwiZXhwaXJlcyI6MTY2NDMxOTg0MH0%3d.HqGqyd%2fCGf%2bvaZt4eyl8vSNq28Y%3d)

https://blackdragon1727.itch.io/free-trap-platformer

Dungeon Backgrounds

[The Dungeon Pack - Parallax Background by Pixfinity (itch.io)](https://pixfinity.itch.io/the-dungeon-pack)

https://pixfinity.itch.io/the-dungeon-pack

Project scope

Describe your MVP or **threshold goals** for the complete main project  
*Again, watch the week 7 and 8 class lecture for an explanation on what this means for this project*

The most important goals for my game is to have a successful movement system in conjunction with gravity. Movement must be concise and response. It is also required that my game also include traps and other obstacles to kill Crowley. Crowley would also need a respawn mechanic. I intend to have him spawn instantly when ever he dies at a set location every level. These are truly the only required elements of my game.

Describe your **target goals** for the complete main project

My target goals are to find a way to implement a levels system and perhaps also a level selection system. I would also like to also give Crowley some animations so it doesn’t look like he’s randomly moving up in the air every time the player jumps.

Describe your **stretch goals** for the complete main project

My stretch goals for this project is to give the game some lore and a few cut scenes. I believe a speed running mode would also be a nice implementation.

Project goal-setting

Describe which mechanics, features, and systems from your goals above you intend to have finished by each of the following checkpoints.  
*Remember to focus on your threshold goals from above before moving onto your target and stretch goals. Fill out the milestone plans below underestimating your expected ability. “Under promise, over deliver.” If after you fill out the goal-setting below, you think you’ve scoped too ambitiously for a three week project, then revise your scope above.*

Milestone 1 (due Thursday, Oct 20)  
*This should fully reflect what you expect to complete for this milestone*

I would like to have Charlie’s movement system fully setup by this milestone.

I would like to have all of my assets set up in unity with prefabs set up for the traps, obstacles, and cheese Charlie must collect.

Milestone 2 (due Thursday, Oct 27)  
*This is a rough plan, subject to revision after milestone 1 is complete*

Milestone 3 (due Thursday, Nov 3)  
*This is a rough plan, subject to revision after milestone 2 is complete*

Next, I will start implementing animations for Crowley and the various environmental hazards he will face. I would like for the traps to be able to move through out the scene

Milestone 4 (due Thursday, Nov 10)  
*This is a rough plan, subject to revision after milestone 3 is complete*

I will start implementing a levels system and a level select system

Main project submission (i.e. final milestone, due Thursday, Nov 17)  
*This is a rough plan, subject to revision after milestone 4 is complete*

I will implement cutscenes and add lore to the game