 ITMP Proposal

**Project Name**: Unimaginable Powers!!!

**Team members**: Jiefeng Zhen and Miles Pennifold.

**Abstract**: In our project we hope to be able to create a game that is going to be unique and entertainment. We intend to achieve this by incorporating a multiple of different ideas over a wide genres of games to create a new style of game. Some examples of different genres are RTS (real time strategy), RPG (role playing games), and TD (tower defence). We will take segments of these genres to create an interactive game where the player has to survive multiple waves of enemies while controlling a main hero character in which can be level up and replace with new abilities whilst also having to manage recourses to build structures or upgrades to support your character. However this is just the preliminary stage and we will only focus on the basics to begin with and expand on them over time with additional unique features.

**Project type**: It is a RTS (Real Time Strategy) and RPG (Role Playing Game) survival game with TD (Tower Defense) elements

**Targeted Audience**: Teenagers (14+ years old) who would play the game when they are bored, stress or any other negative emotions

**Project Purpose**: The purpose of our project was to create a new and unique style of game with unimaginable features which would make people happy and release negative emotions.

**Project Outcomes**:

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| **Goals** | **Descriptions** |
| understand the joy of victories and accomplishments | Players could understand the joy by level up the character or survive through a wave of enemies. The joy would be expect to occur during the reaching of next level or after completions of accomplishments (e.g. Enough money to buy awesome and powerful equipment).  The survival till the next level would require players’ intellectual thinking; each time of completions of accomplishments would encourage players to believe in themselves. The encouragements would give confidence to players and other positive emotions |
| release negative emotions | The process of the releasing would be occur during the intensive killings of enemies. The joy of the game would also replace the negative emotions with positive emotions. |
| **Result:**  The outcomes of the two goals above would cause players to like our game, because of the occurrence of emotional connections between our game and the players. | |

**Team Members Contributions**:

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| Team members | Jiefeng Zhen | Miles Pennifold |
| Contributions | * Interactions   + Attacking   + Defensing   + Special effects of powers * leveling up and replacing unique features * pets   + level up   + foods   + transformations   + help the hero * equipment store   + clothes   + shoes   + potions   + special potions * surveys   + let people play our and selectively accept the opinions   + record the emotions of the players’ face (especially the occurrence of impatience) | * Map   + Obstacles   + Environmental effects * Monster Artificial Intelligence (AI)   + this would increase the difficulty   + dodge   + special powers * special level up effects   + let people feel the accomplishments * surveys   + let people play our and selectively accept the opinions   + record the emotions of the players’ face (especially the occurrence of impatience) |

The team work style would be completing each part of the game as planned at home and discuss and combine the completed parts together. At the end we will have super strong team work for the survey and improvements for our game.

**Initial issues**:

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| Issues | Descriptions | Considerable solutions |
| interactions between players and monsters | Unsure how define the single or range damage by depending on player and multiple monsters collisions | 1. Ask teachers 2. Team discussions 3. Ask peers 4. Research on Google |
| the efficiency of the game | The slow speed or slow response of the game would give bad experience to players | 1. Research 2. Try use if statements to stop the continuously checking of while or for loops |
| The complexity of stores | The display, varied photos and effects of each items require a lot of time | 1. Make a simpler store |
| lack of research of people’s interests on games | Team members were unsure players’ experience. | 1. Detail survey 2. Careful observations |

**Deliverable**:

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| **Deliverable** | **Duration** | **School Weeks** |
| Basic functions which includes hero and monsters with AI interactions, character skills and special effects | 1 Weeks and a half | Week 4 |
| Completion of map, characters level ups, replacements of new powers and difficulty increment | 1 Weeks | Week 5 |
| Cool and hard features which including pets, more intelligent on monsters, more cool magic or skills and equipment store | 4 Weeks | Week 9, during Week 6 we will try to makes as many feature as we can, however at this stage our game should work with minimum requirements |
| Do survey by letting varied of people to play our game and improve the game | 2 weeks | Week 11 (the survey will start after the feedback from the Young ICT Explorers competition) |
| Adding more cool features and unimaginable ideas to the game | 5 weeks | Week 16 (plenty of time for any delay of the plan, unexpected difficult problems and cool ideas. The time will also include the test week and assessment tasks from other courses, therefore the time is not going to be too much) |