Major project proposal

Premise:

I’m going to make a game which is named golden minor like I played before on the website. For the game, you will play as a minor. There is a lot of gold underground, and you have a material claw hook to catch them. But there are also some bombs and stones around the gold. Every game will be controlled in 2 mins, we need get the score as much as we can. If you catch gold, the score will be added by 100. If you catch stone, you only get 20 points. If you catch a bomb, the score will be minus by 200. Every level has a different goal score, if you reach the goal, you can get into the next level, or you will lose the game. I think to make the game, I need to add some model as the minor, gold and bombs. The claw hook needs swing from left to right all the time at a constant speed. Add gold and bombs randomly in the window and the goal score on the left top of the window. I want to make this game because I played it before on the website when I was a child. It gives me a deep impression.

Features list:

Must-have: I need the minor, the claw hook which move from left to right in constant speed and the randomly generated gold and bombs. That can make the game work, and I need to create a few levels to make the game more challenging.

Nice-to-have: I can add a shop system. It will appear every time before we get into the next level. It will cost your score to buy some props. They can help you reach a higher source.

Milestone Timeline:

12 hours to complete the basic gameplay

* 2 hours for the swing claw hook
* 2 hours to find the models and put them in the game and adjust the screen layout
* 3 hours to make sure the gold, stone and bombs can appear randomly every time.
* 2 hours to adjust the number of the gold, stone and bombs to make sure the game is not too hard or too easy
* 3 hours to put the time-meter and the goal scorer in every level.

8 hours to complete the levels

* 2 hours to make an Interface for selecting levels
* 4 hours to make sure we have different target scores and the probability of gold appearing
* 2 hours to make sure we can keep the score to the next level and the target scores won’t be too high or too low.

5 hours to complete the shop system

* 1 hour to create the shop
* 4 hours to add props into the shop.

Project term:

Individual