Final Project Proposal
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CMSI 185
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1) What is our project?

Our final project is a 2 player game inspired by Fire Emblem, a tactical RPG. This is a turn based strategy board game based on units that the player controls, functioning similarly to a game of checkers. Taking place in space, the objective for each player is to eliminate their set of spaceships, using strategic positioning and each spaceship's statistics.

At minimum we want a grid board, a unit/spaceship can be moved a certain number of spaces (up, down, left, and right). Each player is assigned a set number of units (4) to employ against the player. Each ship will have its own set number of statistic variable for the players to take into consideration. The variables for each ship type include: health level, damage, and weapon. Upon depletion of health level, the unit will explode and leave debris. First player to have all their ships destroyed loses, the opposition wins. Each map will be a 6 x 8 board.

With such a big concept for a game, there are a variety of extensions that we would ideally like to incorporate upon completion of our minimum target. In terms of ship type variables, our potential extensions include: armor, shields, size class, and diagonal movement. In terms of visual identity, our graphics would be inclusive of more space themed terrain and design. Also animations for unit death, movement, attacks.

2) Milestones

BOLD: Class deadline // Non-Bold: team milestones

**Tues November 12: Project proposal**
Wednes. November 13: Milestone - Game board and interface design
**Tues November 19: First milestone**
Wednes. November 20: Milestone - Ship design and terrain
**Tues November 26: Working demo due**
Wednes. November 27: Milestone - Improve upon demo, implement extensions
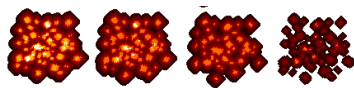**Tues December 3: In-class presentations**
Wednes. December 4: Milestone - Testing
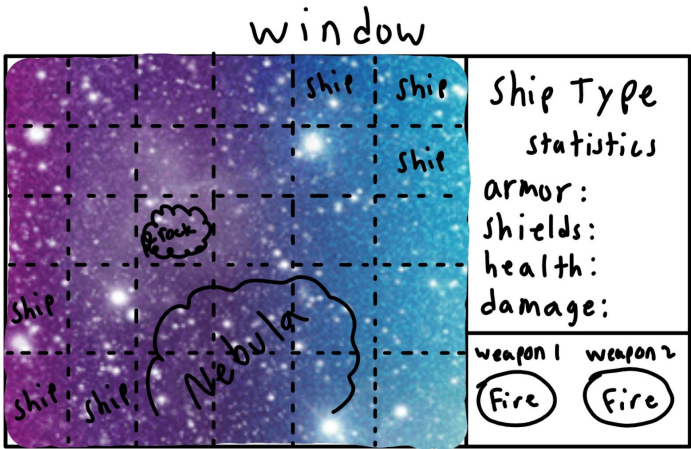**Tues December 10: Final project due**

3) Pictures/Mockups



Inspiration for board



Animation sequence for unit destruction

Mockup of game board

4) Design of all Python classes and objects:

GAME
- Space
    - Ship
        - *broken down by size of ship*
        - Mid boi
            - weapons
        - Slim boi
        - Big boi
    - Standing *passable terrain*
        - Empty
        - Nebula
    - Rock *non passable terrain*

The space class' instance variables are largely asking itself questions (if statements) to see what each block on the grid is filled by (aka a spaceship, is it empty, a rock/nebula)