CISC 3140 Design & Implementations

Group 2 – Specifications

**Tables of Contents**

Overview

SVN Repository

Game Outline

Main Menu

Objective Box

Gameplay

Game Over

Point Distribution

Additional Features

Game Controls

Game Assets

Game Rules

Graphics

Resolution & Sizing

Background

Sprites

Reference Graphics

Games States

Communication

Programming Language

**Overview**

* The objective of this project is to create a basic Whack-A-Professor game with a mallet as the player controlled ‘weapon’ and professors as the ‘moles’ that need to be whacked. Certain features should also be implemented such as a main menu, scoreboard (highest and current scores), and game rules. Any other features beyond these should be discussed accordingly with the group before moving forward.

**Accessing SVN Repository**

**URL:** <https://svn.riouxsvn.com/whack-a-prof>

**Game Outline**

* Objective Box: Details the game’s objectives.
* Gameplay:
  + At the beginning of the game all professors will appear. The background track should play.(this track should play until the end of the game)
  + The professor will begin to hide randomly underneath each desk and the mallet will appear
  + All players will be given 2 minutes to kill as many professors as they can that appear behind the desk. The player will be able to click the right side of a mouse or use the spacebar to make the mallet hit the professor.
  + Once one of the professors are killed the game will reduce the amount of professors that are appearing behind the desk.
  + Killing all the professors before the 2 minutes should end the game immediately as a victory(with a graphic) which auto resets the amount of professors that appeared in the beginning of game. If the score of the winning round is higher than the current running high score it should take its place.
* Game Over: Once the player runs out of time, a game over graphic should appear with the players current score, high score, an option to start a new game, or to close the game.
* Point Distribution:
  + Whacking a Professor: 100 Points
  + Missing a Professor: -50 Points
* Additional Features:
  + Current game score
  + Highest score
  + Time remaining

**Game Controls**

* The controls for this game will be the player using the left mouse click to whack the professors that pop up and to navigate through the main, pause, and game over menus of the game. In order for the player to pause the game, they will need to hit the P key on their keyboard.

**Game Assets**

|  |  |
| --- | --- |
| Player | Mallet |
| Professor | The ‘moles’ that the player needs to whack. |
| Desks | Holes of which the Professors pop up from behind. |

**Game Rules**

* The player begins with 2 minutes on the timer.
* They must try to whack all of the professors that pop up from behind the desks.
* If the player misses a professor, the lose points.
* Once the timer runs out, the game is over.

**Graphics**

* Screen Resolution: 800x600
* Desk Size: 100x100
* Total Board Size:
* Backgrounds will include:
  + The board
  + Game over
  + Main menu box
  + Rules box
* Sounds should be included for:
  + Whacking a professor
  + Missing a professor
  + Game over
  + Background music during gameplay and while player is on the main menu
* Gameplay sprites for:
  + The mallet
  + The professors
  + The desks

**Game States**

* Whacking a professor – unique sound played
* Missing a professor – unique sound played
* Pausing the game – no sound played
* Timer runs out – unique sound played
* Professor popping up – unique sound played

**Communication**

* Whatsapp is being used in order for the group members to communicate with one another, whether being the main group chat for the project or sub-group chats.

**Programming Language**

* The language being used to develop this project will be HTML, CSS and JavaScript
* Heavy documentation will be used to keep everyone on the same page in terms of what is being developed.