Project Proposal - Alien blast

Functionalities desired:

The game will spawn enemies for the player to kill, the player will kill them by aiming with the mouse and using weapons. If an enemy is killed, the player gets a point, if an enemy survives long enough, it will explode and end the game. The score will be saved on a leaderboard along with the player's name and current date.

Used devices:

Video Card in Graphics Mode: this will be used to display the game in real time

Timer: counting the time will be a basic necessity for the enemies mechanics

Keyboard: the player will use the keyboard to trigger their weapons and record their nickname on the score leaderboard

Mouse: this will be used to aim and to interact with the menus

RTC: the current date will be saved along with the player's score

Serial Port: might be used to implement multiplayer

Workplan:

Week 1:   Assignees:

- making the enemy sprite   - Rúben
- configuring the video card   - João, Adam
- configuring the mouse   - Sofia
- make aim sprite follow mouse   - João, Adam, Sofia

Week 2:

- configuring keyboard   - Adam, Sofia
- implementing weapon activation from keyboard   - Adam, Sofia
- implementing enemy spawning and dying   - João, Rúben
- implementing enemy moving   - João, Rúben

Week 3:

- score counting   - João, Sofia
- game ending conditions   - João, Rúben
- create menus   - Adam, Sofia
- keyboard typing recording   - Adam, Rúben

Week 4:

- implement leaderboard   - João, Rúben
- implement saving score and username to leaderboard - João, Rúben
- configuring RTC   - Adam, Sofia
- implement saving current date to leaderboard   - Adam, Sofia
- configuring serial port   - João, Sofia
- implementing second mouse (multiplayer)   - Adam, Rúben