

The unanimous vote for our game project's title is...

### *Finding Dallin*

Genre: Dungeon Crawler / Puzzle / Rhythm Game

<[https://teams.microsoft.com/l/message/19:YcNCCOisEozBXopxv4jkkgwgtWtTDME6CfvY3V3ETH81@thread.tacv2/1623784623304?tenantId=e6ac1d1f-d695-4ef1-91d4-94cddef8be11&groupId=f6eee75f-fb61-4aa9-81c0-c0fe358acb6e&parentMessageId=1623784623304&teamName=Incredible\\_By\\_Design&channelName=General&createdTime=1623784623304](https://teams.microsoft.com/l/message/19:YcNCCOisEozBXopxv4jkkgwgtWtTDME6CfvY3V3ETH81@thread.tacv2/1623784623304?tenantId=e6ac1d1f-d695-4ef1-91d4-94cddef8be11&groupId=f6eee75f-fb61-4aa9-81c0-c0fe358acb6e&parentMessageId=1623784623304&teamName=Incredible_By_Design&channelName=General&createdTime=1623784623304)>

Story:

Dallin is gone! Again...

Where did he go?

The last time we saw him was by that stereotypically creepy cave entrance.

We best go find him.

*And so it begins.*

Structure:

- 4 levels to map – one boss and three stages (increasing in difficulty?)
- Beating enemies or moving up a level involves solving a puzzle, beating a rhythm challenge, or something of our discretion
- Set up puzzles/traps/rhythm-games
  - Start with puzzles. Add rhythm games after. (mini-game?)
- Heart system (Legend of Zelda)

How to win/lose:

- Win: Save Dallin
- Lose: Fail to save Dallin by losing too many hearts via incorrect puzzles or <80% accuracy in rhythm.

Things/Graphics(sprites) to create:

- Protagonist: (That's you.) We each create our own with a unique ability (digs fast, high health, or something)
- Enemies and Boss
- Dungeons (appear as protag walks through)
- Items like map OR auto map (HUD) OR no map (good luck)
- Text boxes
- Sound FX & music

- What program are we going to create?
  - A dungeon crawler called *Finding Dallin*. (Like *The Legend of Zelda*)
- What technologies will we use?
  - VS Code (IDE), Piskel (for sprite design), arcade library, Python language, and comm. software
- What features will we include? (The goal of asking this question is to identify what *will* and what *won't* be included. Use this simple [feature planning guide](#) to help you.)
  - See previous page
  - Mock-up next page
- What is your timeline? The answer to this question is mostly already decided. Just take a minute to review the rest of the course schedule together.
  1. Planning Week
  2. Alpha Release ("Ink on paper")
    - i. Does a character move? Good, you're done, for now.
  3. Beta Release (Collisions work!)
  4. Release Candidate (working game)
    - i. Puzzles and Rhythm challenges implemented
  5. Stable Release (a polished ~~turd~~ game)
  6. Contest (sit back, play games, eat popcorn)

- Mock-up (see the attached photos)

CRC's To be discussed next week.

1. Protag/Hero:

- Attr.
  - X
  - Y
  - Z
- Methods
  - X
  - Y
  - Z

2. Enem/ies:

- Attr.
  - X
  - Y
  - Z
- Methods
  - X
  - Y
  - Z

3. Boss:

- Attr.
  - X
  - Y
  - Z
- Methods
  - X
  - Y
  - Z

4. Puzzle/s:

- Attr.
  - X
  - Y
  - Z
- Methods
  - X
  - Y
  - Z

5. Protag/Hero:

- Attr.
  - X
  - Y
  - Z

- Methods
  - X
  - Y
  - Z
- 6. Protag/Hero:
  - Attr.
    - X
    - Y
    - Z
  - Methods
    - X
    - Y
    - Z
- 7. Protag/Hero:
  - Attr.
    - X
    - Y
    - Z
  - Methods
    - X
    - Y
    - Z
- 8. Protag/Hero:
  - Attr.
    - X
    - Y
    - Z
  - Methods
    - X
    - Y
    - Z
- 9.

Structure diagram

1.