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&amp;groupId=f6eee75f-fb61-4aa9-81c0-c0fe358acb6e&amp;parentMessageId=1623784623304&amp;teamName=Incredible\_By\_Design&amp;channelName=General&amp;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](https://knathanp.github.io/cse210-course/module09/planning_guide.html) 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”)
     1. Does a character move? Good, you’re done, for now.
  3. Beta Release (Collisions work!)
  4. Release Candidate (working game)
     1. Puzzles and Rhythm challenges implemented
  5. Stable Release (a polished ~~turd~~ game)
  6. Contest (sit back, play games, eat popcorn)
* Mock-up

CRC’s

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

Structure diagram