Project Proposal
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1. **Big Idea**

Make a single player RPG that the player would rome around like a platformer. The player is knight exploring the fallen castle to find the evil king. There will be various enemies that can react in small ways to the actions of the player and a boss fight that will be more tied to player actions.

2. **Learning Goals**

Alex: understand classes better and how AI sprites work
Julian: Get experience coding AI into a game, gain experience with code organization in a group setting
Quinn: Make educated design decisions, understand how to implement classes more effectively, making a visually engaging experience.

3. **Implementation Plan**

Our approach to making this game will be to start with a simple map layout and a character that can move throughout. Then we will build on to this by adding enemies and weapons or power-ups that alter the gameplay, as well as improving playability and graphics.

4. **Project Schedule**

Week 1: Map Construction and basic player movement
Week 2: Addition of various enemies
Week 3: Addition of power ups/treasure
Week 4: Boss creation (AI for the boss)
Week 5: General improvements (graphics, music, etc) and easter eggs (if there is time)
Week 6: Website, Poster, Demo Video

5. **Collaboration Plan**

We'll plan the higher-level organizational aspects of the game, and create separate github files for aspects that each person is working on, and a main game file that gets updated with finalized checkpoints.

6. **Risks**

A big risk of this project would be falling behind schedule early on due to the length of the project. We will try to avoid this pitfall by making a clear weekly plan, and steadily working throughout the duration.

7. **Additional Course Content**

Code Efficiency: Learning how to use less code to do the same task