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Cs 290

Project Ideas

## Idea 1: Flash Game inspired by Inuyasha

So far:

A 2D game where the player controls Kilala who is able to spit fireballs to kill hordes of giant insects that will kill Kilala if they contact her

Goal:

Expand the game to include additional features

Add additional characters to add power ups Ex:

If Kilala is able to catch a falling Inuyasha he rides on her back and can use his wind scar attack to kill all the bugs on the screen.

If Kilala is able to catch Shippo she is able to get his shield bubble that will protect her from a set number of bug hits

Adding a life/hit bar so player can take more than one hit

Adding an additional lives feature, possibly get additional lives after a predetermined number of kills

## Idea 2: Asp.net D&D based web Character Creator

So far:

Data base design and most of the data is already entered

Completed pages both html and vb.net:

Login

Sign up

Character Basics

Home page

Dice rolling program and page

Character’s list page / user home page

Character Abilities

Pages that need to be finished:

Character Skills

Character Feats

Pages that need to be Created:

Character Display page

Ability to Edit Characters

Character Spells page

More may be needed

Goal:

A fully functional website uploaded and available for public use

Possibility: Convert To Java

## Idea 3: Combine my Character creator project with Sean Java miniRpg program to expand both projects

Goals: expand the miniRpg’s character creation process and dress up the user interface

So Far:

MySql Data base for extensive d&d Character creation

The coding outline and process in vb for the character creation is farther along in the asp project

Very basic character creation process but has the fundamentals there

Characters movement

Character attack functionality

Basic GUI for battle and initial character creation

Characters have ability to die but no heal bar

What’s needed:

Convert needed programming from asp project to java.

Add graphics to Java Rpg

Monster generation

Monster movement

Expand Character creation using the Asp Project

Monster generation dependant on map selection

Leveling system

A character feedback system for combat results

Keylisteners for keyboard movement

What may be added:

Database for characters

Save / load games or possible serialization

Additional levels

Items system

Movement path highlights

The dream

Networking

Web applet

Pvp