

# Project Proposal

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## The Idea:

A side-scroller with a playable hero and enemies to fight, including a boss! The objective is to reach the end(right of screen) while staying alive, through the use of weapons and abilities. The hero character has a small amount of hearts and dies if they are depleted. No checkpoints.

## Goals:

- Our Bare Minimum:
  - Almost a google dinosaur game-esque sidescroller, but with an ending
  - Original Super Mario Bros 1-1 level similarity
  - Classes include heroes, enemies, terrain, projectiles, etc.
- High-End Possibilities:
  - Multiple levels, power-ups, boss fight(s?)
  - Different types of enemies
  - Difficulty Levels
  - Different hero types with different abilities
  - Theme music for different aspects
  - Sprites
  - Enemies are weaker to certain weapon classes

## Projected Roadmap:

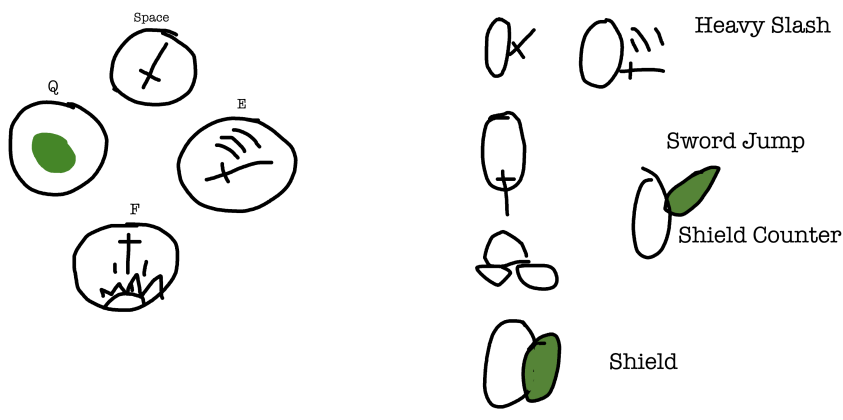
- WEEK 1: Tues, 11/15
  - Complete Proposal, Create Repository, Download Arcade
- WEEK 2: Tues, 11/22

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- Get used to Arcade and watch tutorials, create sprites, have a set idea for the first level
- WEEK 3: Tues, 11/29
  - Milestone Progress Report complete and turned in
- WEEK 4: Tues, 12/6
  - Presentation prepared, demo version ready for play
- DEADLINE: Tues, 12/13
  - Finishing touches completed, ready for review

## Concept Images:

Game starts with welcome screen and introducing the keys and their corresponding moves/abilities.



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## **Class Layout:**

Class: Person

Class: Hero(Is-a Person)

Has-a: Health Bar

Has-a: Active Weapon

Has-a: Power/Ability/Move

Class: Enemies(Is-a Person)

Has-a: Health Bar

Has-a: Active Weapon

Has-a: Special Ability

Class: Terrain

Has-a: Shape

## **Resources Used:**

- The game will draw from the Python Arcade library and will run through the terminal through text editor programs.