M.O.L.D.S.

7/8

25 January 2014

Final Project

Project Description

"RWBY: the Ultimate Steven Experience" combat game based on the web anime RWBY. The player starts off at the main screen. He/she can select, using buttons, to either play the game, see the instructions, edit the settings, or view the credits. The player can choose to play as either Ruby, Weiss, Blake, or Yang. The scene and monster the player fights varies depending on which character is chosen. The player wins the level when he/she defeats the monster by draining all of its life away. The player can injure the monster by punching them and can run and jump using the arrow keys. However, if the player loses all his/her life, the game ends, and the player has to restart the game. The player wins the game after defeating all the monsters on every level. There is also a surprise somewhere in the game, just waiting to be found. The main purpose of the game is to have fun.

Intended Audience

The intended audience is anyone past the age of using a keyboard and mouse without being amazed at their skill. Nowadays, ten year olds are playing Call of Duty, and in comparison, this game isn't that violent. Kids these days can handle it.

Roles:

- Matt Mastropasqua: Project Manager

- Steven Skubish: UI Designer

- Orian Sneor: Quality Assurance Bug Tester

- Laura Vogel: Graphic Designer

- Danny Wilkins: Code Monkey