**]\INST326: Project Proposal and Team Formation**

**Members: Matthew Chan, Biniyam Assefa, Eymen Yagar, Frazer Workneh**

For our final project, our objective will be to create an entertaining game that utilizes classes on either composition and/or inheritance. Our project will be a game built around different player classes that can be chosen and a variety of different enemy classes created. A map, essentially a square arena, will have enemies located at random locations. The goal will be for the player to fight all the enemies generated in the map and survive. Possible additions could be to add items around random locations around the map of different weapons, healing, traps, etc. Depending on the different classes the player chooses, he will have different health, weapon stats, and abilities. The player will be able to choose his own name and will be placed on the map (randomly or not). The player will move around the map (fixed intervals or random) and when the player lands on the same location as an enemy, the player will have to fight the enemy. When the enemy is defeated, the player will continue to walk around the map until all enemies are defeated. If the player is defeated, the player can be respawned with a certain number of lives left or the game will end immediately (to be decided).

**Member roles:**

To do: (Create different player classes, create different enemy classes, create a random location of enemies and items)

Matthew Chan (Project manager)

* Create the map

Biniyam Assefa (Coder/Primary Debugger)

* Create Different Player Classes

Eymen Yagar(Researcher/Code helper)

* Create Different Enemy Classes

Frazer Workneh (Mechanics)

* Create mechanics (Player meets Enemy, Damage from weapons, turn-based attack, picking up items)

Update: Matthew Chan (Map): Can just do one plane moving in one direction, move # of steps from user input, if encounter enemy on same tile, fight, (may randomly acquire items/health), if no enemies, continue to go until reach the end.