

CMPT 276 PHASE ONE

Game Description

The game we are designing will be a survival based 2D maze game. The name of the game is Dungeons and Treasures. The player controls the main character, who must eat all the treasures in the dungeon while evading monsters. Enemies will detect and chase the main character to kill them. The character will come across different penalties and bonuses. Some bonuses are temporary and will disappear after some time. The character's win condition comes from collecting all seven treasures and escaping the dungeon.

Plan

1. Create Git repository and add members
2. Create UI mockups
3. Create Use cases
4. Create UML diagrams for classes and relationships.
5. Gather/create graphical assets
6. Implement classes
 - a. Create board
 - b. Create controls
 - c. Create player
 - d. Create rewards and penalties
 - e. Create enemies
 - f. Create rendering
 - g. Create UI
 - h. Create game loop
7. Merge work to create a minimum viable product
 - a. Board generation
 - b. Player and player controls
 - c. Start and end points
 - d. Board and Player rendering
8. Testing using user cases
9. Adding more features
 - a. Rewards and penalties
 - b. UI
 - c. Moving enemies
 - d. Win/lose conditions
 - e. Rendering for enemies, rewards and penalties
10. Testing and bug fixing
11. Publish game