

A Day in the Dog Park

Outline

You, a dog, are taking a stroll around your local dog park with your dog walker, when they accidentally set all their dogs loose! The dog walker is waiting at the local pet shelter, hoping that the lost pets will eventually be found and brought in safe. You must go on a quest to collect and bring your fellow dogs back to the shelter, on the way defeating enemies, including:

- A ball (while you are still at the dog park)
- A squirrel
- A bird
- A cat
- The final boss: a dog catcher!

The “fighting” will consist of bite, charm, bark, and pounce. The effectiveness of each of the moves will be determined by the type of dog one chooses at the beginning of the game; there will be a few different dog breeds with different agility, loudness, power, and cuteness levels. The enemy can also scare the dog and if the dog gets scared enough it loses the fight. Choosing which dog to use during a fight requires strategic thinking. With each turn, you have the option of using your most agile, loud, powerful, or cute, dog next, or you could just continue using your current dog. Certain traits would cause more damage on certain enemies.

Implementation

This will be written in processing so that we can have the graphics of the dog and enemies. We hope to be able to draw them outside then import the images of each character.

Goals

MVP:

- Working battle simulation
- Dog selection
- Heap algorithm to sort dogs by specific traits

Reach:

- Story w/ graphics
- Map w/ correct and incorrect paths; incorrect paths can lead to changed stats
Ex. An incorrect path may lead into a muddy field, lowering cuteness

Alternate projects:

- 2D racing game
- 2 player chess game
- Checkers, Chinese checkers, and Othello arcade