

Final Project Proposal

5% of Final Project grade

Due 4/13/19 at 11:55PM

Group size: (minimum 3, maximum 5)

Description: Come up with a game idea together that you will be able to complete within the rest of the semester (4 weeks)

Timeline: Presentations will either take place the last Thursday of class or the first Tuesday of finals week. (plan to be testing/debugging in the final week of class)

Submission: Write a proposal of the game idea you plan to work on. (details below)

The proposal of your game is a rough game idea and breakdown. The project will be defined more clearly in future assignments as well so there is room for changes/additions. **The proposal will be used as a rough idea that is approved for the final project by the instructor.**

Submit a Detailed Proposal including

- Game Idea
 - BossFight Ver 1.0.2!
 - Randomly Generated Dungeons
 - Better GUI (skill cooldown icons, Minimap, menus) (exciting!)
 - More diverse gameplay! (more player abilities, harder enemy difficulty!)
- User interactions
 - Player movement and attacks.
 - Navigating menus
- What platform it will be played on
 - Windows + Mac
- How many users it will have
 - Just YOU
- What the core work will be (minimum deliverable project)
 - Skill Cooldown GUI
 - Level Counter GUI
 - Fix teleport
 - Fix Enemy shell explosion
 - Fix level
 - Add enemy that stalks corridors
 - Minimap (see entire map / only area around player)
 - Options Menu
 - Audio
- What the “extra” work will be (closer to the max goal for the project)
 - Detect walls that should become invisible to see behind it (LIKE SIMS)
 - Minimap displays trail where the player has been

- Pick up Speed / Attack boosts
- Pick up Ammunition
- Additional player skills (far range attacks)
- Replace player with assets
- Traps
- Expand on Boss Fight
 - Keep missiles
 - Add more movement around the battlefield
 - Add another attack
 - Add slowing ring near boss
- Save Game + choosing difficulty at start
- Achievements + score counter at end of levels
- Stat window GUI
- Particle effects on hit
- Group names and size
 - Mariano Pimentel
 - Jonathan Toennesen
 - Aria Zuk
- How you plan to split the work (rough estimate here, task breakdown will be a future assignment)
 - Jonathan - Minimap + Roaming enemies + (Minimap trail)
 - Aria (Aesthetics manager) - GUI (cooldowns, menus) + Audio
 - Marz - Boss fight + glitch control + (maze generating glitch, maze traps, maze pick ups)
- Key difficulties (things you will need to research/things you haven't implemented before)
 - Difficulties only come from our extras