**Initial Specifications**

You will address explicitly how the user will input information, the possible choices presented to the user, and the forms of output for the user.

You will also create a **“release schedule”**, which will list all the steps that you will go through on your way to a complete project. This schedule will focus on incremental features of the project, not specific time lines.

**PROGRAMMING PROJECT INITIAL SPECIFICATIONS**

NAME: Abhinav Agrahari and Matthew Meade

**PROGRAM OVERVIEW:**

Our goal is to create a game that is like “Give Up”. Based upon the user inputting keys, the character will move. The object of the game is to get to the other side, without giving up. Each level gets progressively harder. There will be 42 levels. It will be a side-scroller platformer game. There will be a button that says **“Give Up”,** and if clicked the user will not be allowed to give up. Instead there will be a popup of an inspirational image and an audio clip. On the 10th button press, they will be allowed to give up. A disappointing message will then pop up.

**DESCRIPTION OF USER INPUT:**

A simple, and animated, player will be controlled with “WASD”, or an alternative input method, such as the mouse or arrow keys ( depending on the level). The “Give Up” button will be pressed using the mouse.

**DESCRIPTION OF PROGRAM OUTPUT:**

Based on the user inputs, the animated player will move about the screen, in an attempt to get to the door at the other side of the current level. When this happens, they will proceed to the next level. On the way, they will be bombarded by obstacles such as LaserGuns, spikes, saws, falling platforms, and altered gravity.

**Release Schedule (the second half of Specs Sheet)**

**Here, you will show an itemized plan for completing your project. You will share how you foresee your program developing, from 1.0 to 6.7 (be creative with release names). Do not worry about specific times of completion; be more concerned about the specifications that would make a given release clearly unique. The release schedule will be like rungs on a ladder that will give you direction with clearly defined progressive goals.**

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| **Version** | **Release Name** | **New incremental features of this release** |
| 1.0 | Admiral Ackbar | An image will move about the screen, with physics and collision for “the floor”. |
| 1.1 | Anakin | Draw walls using an arraylist. |
| 1.2 | Boba Fett | Implement collision detection in the wall arraylist. |
| 2.0 | C3P0 | Game changes to scrolling - all directions |
| 2.1 | Chewbacca | Two images of doors to start, to beat the level, will appear on their respective sides. |
| 3.0 | Clone Trooper | A total of 4 levels, and a timer that is displayed on the screen |
| 3.0.1 | Colo Claw Fish | Inheritance of classes ( for levels), and Everything is part of a Sprite class |
| 3.1 | Count Dooku | Music and audio “snippets”. |
| 3.2 | Darth Maul | An eye that looks at the player, but remains stationary. |
| 3.3 | Darth Vader | The “Give Up” button + picture and audio for this button   * When user hovers over it, the button changes colour. * User will be allowed to *actually* give up on his/her 10th press of the button |
| 4.0 | Emperor Palpatine | Spikes strategically placed in the levels. |
| 4.1 | Ewok | LaserGuns that shoot at you and will kill you. |
| 4.2 | Han Solo | Moving Saws. |
| 5.0 | Jabba the Hut | Al Gore - a picture of Al Gore appears instead of blood when the user dies - Get it? *Gore*… Al *Gore* |
| 5.1 | Jar Jar Binks | (Inspirational) text appears every level near “the eye” |
| 6.0 | Luke Skywalker | Frontend Menu to open credits and settings. Settings will allow you to turn audio off. |
| 6.1 | Mace Windu | User inputs his/her name before beginning the game, and that name appears every time “The Eye” says something.   * ex. “You can do it Bob!” |
| 6.2 | Obi-Wan Kenobi | Side character (a butterfly) follows the player |
| 6.3 | Padame | “Master Mode”   * Extreme mode where you restart the entire game if you ever die * Will be accessed using the menu |
| 6.4 | Princess Leia | Parallax Scrolling - the middleground(and foreground) scrolls faster than the background |
| 6.5 | Qui-Gon Jinn | Falling Platforms and 9 more levels   * some levels will have laser guns, while others will have spikes, or saws |
| 6.6 | R2D2 | 6 more levels   * some levels will have laser guns, while others have spikes, or saws, or falling platforms, or an altered field of gravity, or a combination of the above. |
| 6.6.1 | Sebulba | Animated player and animated side character (spritesheet) |
| 6.6.2 | Stormtrooper | Door becomes animated |
| 6.7 | Teebo | 1 more level   * this final level will be a boss fight * the crab will be able to shoot the boss to be able to defend himself |
| 6.8 | Yoda | Cutscenes in between levels |