

Initial Phase Development Plan

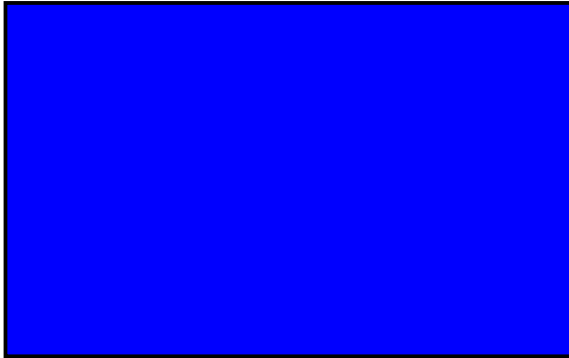
Revision 0.

February 18th 2010

This document documents the intended research and development of the Matts World project as a means of testing necessary components to the game world and their implementation on the development platform.

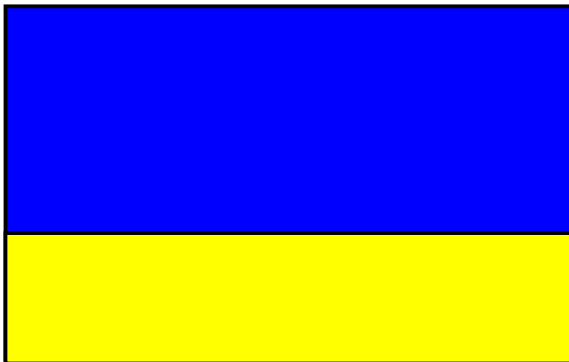
The sizes and scales used in this documents images are for graphical representation only, and need to be determined as development continues.

The completion of all these stages should give the team the ability to make more informed decisions about the design of the game.



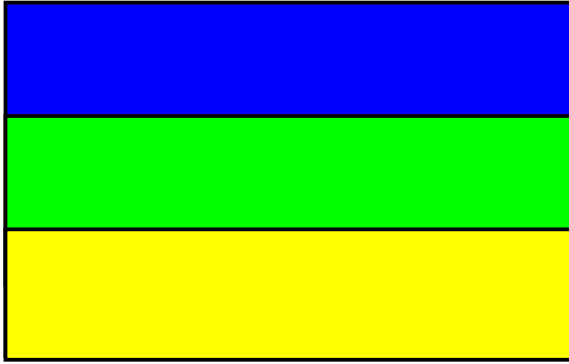
Stage 1: Implement Canvas

The Canvas needs to be an object that can be displayed as the Above Horizon image and drawn to the Screen



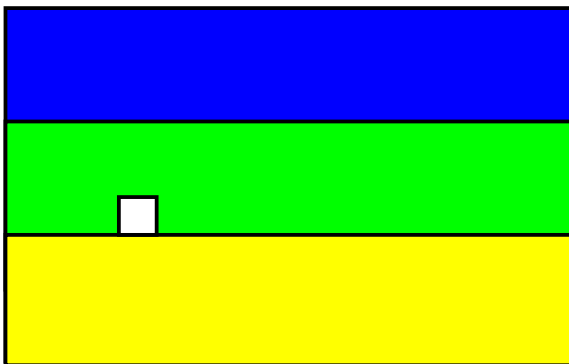
Stage 2: Foreground Object

The Foreground Object is the 1st interactive object to be created. This object must have some property that allow other object to interact with it by way of collision.



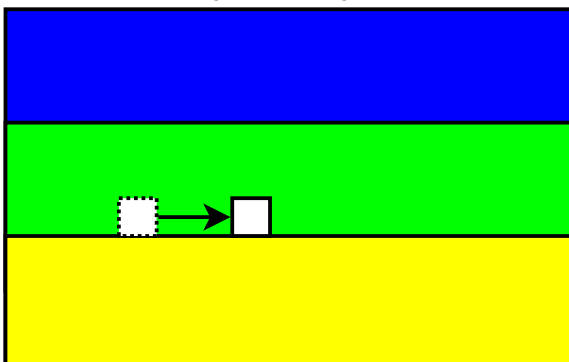
Stage 3: Middleground Object

The Middleground object needs to be drawn between the Fore- and Backgrounds. This Object is not interactive, but will be used to scroll and enhance the appearance of movement. The layered approach of drawing implemented at this stage will help in the drawing of other objects in later stages.



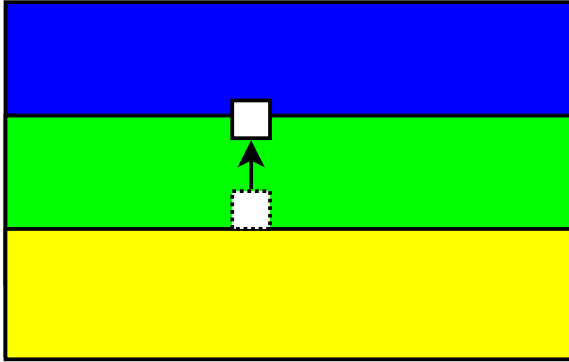
Stage 4: Character Box

Implementation of Character Box includes the Concept of Object Collision. This Box is in collision with the interactive foreground. This is "standing" on the ground.



Stage 5: Object Movement

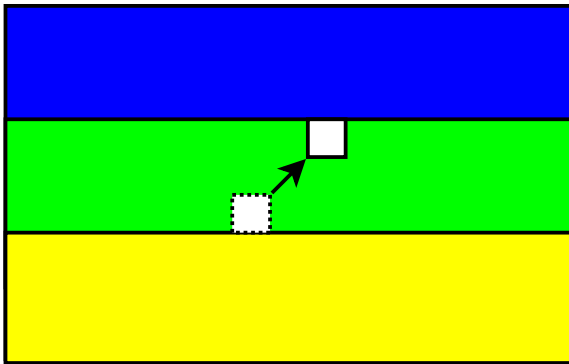
Implement the Horizontal Movement of the Character Box
The Object maintains collision with the Foreground Object



Stage 6: Object Movement part 2

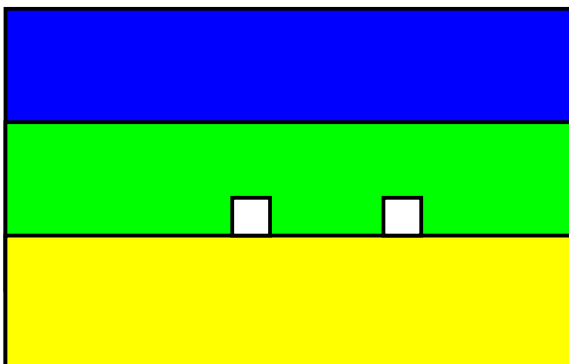
Implement the Vertical Component of Movement

The Character Box Object (CB) and the Foreground object (FG) are not in collision. The implementation of "gravity" at this stage will be required, so the CB will fall back into contact with the FG.



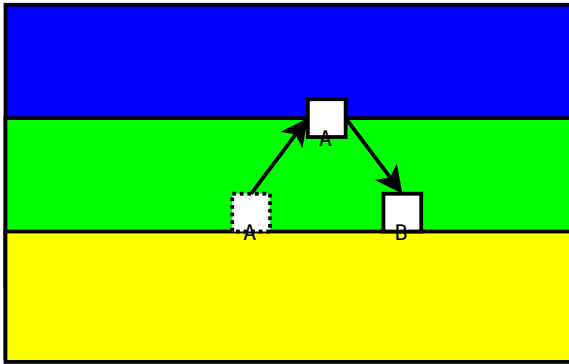
Stage 7: Diagonal Movement

Combination of both Horizontal and vertical motion



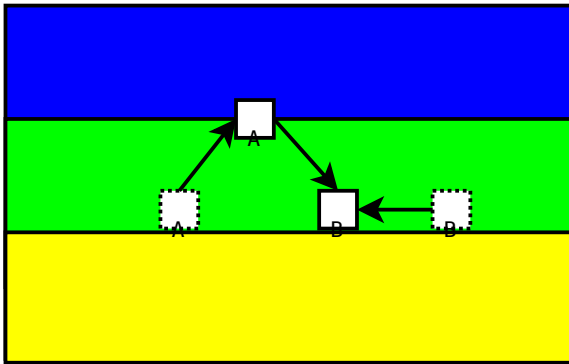
Stage 8: Multiple CBs

The introduction of a 2nd CB.



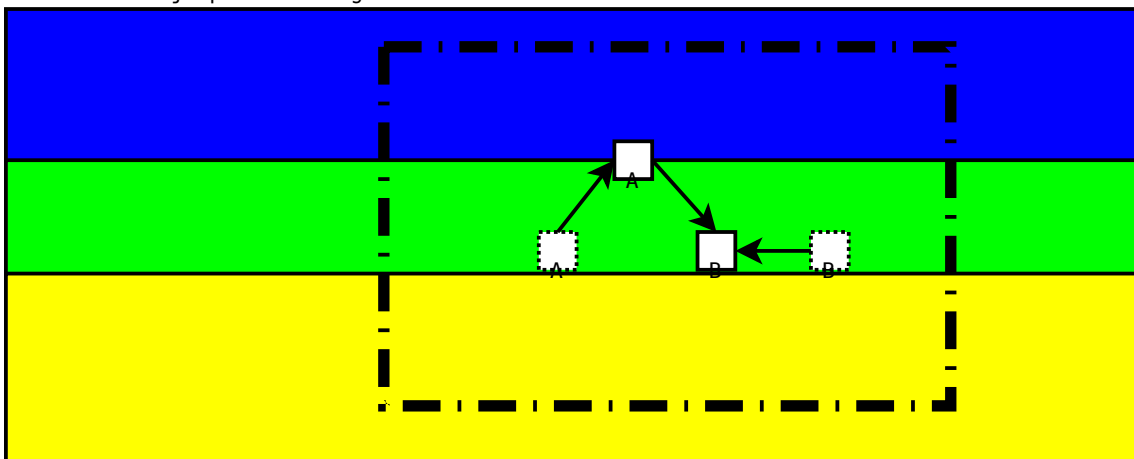
Stage 9: A Jump on B

CB A gains the ability to jump onto a Static B.
This will be used with both interactive FG objects
and other CBs.



Stage 10: A jump on B part 2

CB now jumps on Moving B.



Stage 11: Extension of Level

The extension of Back-, Middle-, and Foregrounds beyond the
viewable area. The implementation of scrolling views, with each of the FG, MG, and BG
moving at differing rates. The main CB is kept within the middle 3rd of the viewbale screen.

