Project application – IT Project

Study year: SS 2022
Semester: 2

Project team

Project lead of students

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Title of the project

<To be determined>

Problem description

<We want to make a simple top-down role playing game in pixel-art style. The player should be able to explore, fight enemies, collect treasure, and so on.>
Max of 20 lines

Solution description

<Development should proceed in stages. Prototypes should be finished and delivered for each sprint, consisting roughly of the following:

1. Gameworld working
2. character movement working
3. treasures, other interesting features for the world
4. character can interact with world features
5. enemies
6. enemies should be dangerous for the player
7. the player can fight the enemies
8. some kind of win condition

>
Max of 20 lines

Technical environment

<JavaScript (ECMAScript); probably database usage for save games etc.>

Other remarks

<various, additional Informationen>

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