**Group 25 one-page statement**

**Description:** Our game is centered around a robot attempting to escape the factory where it was created. The game will have a main menu that allows the game to be started or the game volume to be changed. Once the game is started, a short scene may be displayed that introduces the player to the robot and the goal of escaping the factory. Afterwards, the player uses WASD keys to control the robot as they navigate through the grid-based map to escape the factory.

In the game, the player attempts to find the factory gate after collecting the keycards which are required to unlock the factory gate. This victory condition is complicated by security guards that run towards the robot, and if the robot meets a security guard, the player is shown a defeat menu with the option to restart the level. Avoiding security guards is made more complicated by crates on the map which block tiles to both the player robot and the security guard. The player score, which is analogous to energy, is displayed on the top of the screen and increases when picking up keycards and periodically spawning batteries and decreases when walking on EMPs. If the player's score is reduced below 0 by an EMP, they are also defeated. The player can also pause during the game by clicking a pause button, which also displays controls and additional game instructions in the pause menu.

**Overall plan:**

Having just 4 members in our group, our overall plan revolves around close collaboration on key components to ensure everyone is on the same page for the game's overall structure. We will work together on crucial elements such as the map layout, controls, and entrance and exit points. Once these fundamentals are established, we will delegate tasks such as graphics, menus, rewards, and punishments which each team member can implement autonomously.

Following this delegation of tasks, we plan to meet regularly to review progress and address any challenges encountered. Through these meetings, we plan to refine the game's features to ensure consistency across all aspects of the game. We also plan to implement pair programming throughout the creation of the project. We all have different levels of coding experience and feel that working in unison will expedite the coding process while ensuring everyone is on the same page for every game feature.