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CS38101 Intro to Game Programming

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Project 0: Platformer

For our project, we will be making a 2D platformer that is rendered in a 3D environment, to help us develop the game in a dimension we’re familiar with. The game will have multiple levels, each with their own unique design, but re-using the enemy prefabs. The player will be able to fire projectiles and deal damage/knockback to the enemies. As with most platformers, jumping and movement mechanics will be highly emphasized. We plan to have a final boss fight in the last level of the game that presents new mechanics to the player.

We plan to use the Agile project management system and will develop the project in stages. In the first two weeks, we want to have a player model created, movement variable set, level design created, and a way for the player to beat a level and move to the next. If these are accomplished the next step would be to create enemies and add the projectiles to the player. Goals for the project will be adjusted depending on the rate at which the development progresses. The crucial mechanics will be worked on first and as development continues, less essential elements will be added.