James Rumsey Software Proposal



Presented by: Nathaniel Edwards

Project Name: Avoidance game improvements

Date: 04-23-2021

JRTI Software Development

# James Rumsey Coding – Student Project

## Description of Project

I currently plan on improving my avoidance game by adding a few extra features and quality of life improvements.

## Minimum Requirements

All the minimum requirements referenced below will be met by the project.

* This proposal must be approved before any work starts.
* Project will be a minimum of 20 hours of work; if it’s a project you’ve already started, you may use it but explain your plan and estimated hours to update it.
* Hours of work will be recorded on the provided worksheet.
* A post project questionnaire will be answered.
* The code base, images etc will be kept up to date in a github repository shared with me.
* You will create a design document that must be approved before you may start coding.
* Document History
* It must be completed by May 7th
* If you finish early, I may ask you to enhance it.

## Detailed Questions

* What language do you plan on using? I plan on using python
* Will you have a database, if so which one? I do not plan on using a database.
* How many hours do you expect this to take? I hope that this will take the whole 20 hours needed, but I will try and come up with other improvements to include in the event that it does not take the full 20 hours.
* Do you plan on using language features that we have not covered in class, if so, which ones?

No, I do not have any current plans on using features of the language that have not been covered in class.

## Make your case

*I want to do this project because I would like to see the vision I have for this game completed. My goal for this project is to hopefully have what I would consider a completed game. The improvements that I am planning on adding are a score system, some potions that will give certain effects, an attack for the player with an animation, the enemy’s attack animation where the player will stop being able to move, a flashing animation for the player when they die, a game over screen, WASD key compatibility, fixing the enemy hitboxes. The potions will give the following effects. Red will give an extra life, blue will give a 50% speed increase, yellow will give invulnerability, purple will slow enemies, and green will decrease the spawn rate of enemies by 50%. All of the potions except for the extra life one will last for 10 second.*

## Grading

* 10 Points Proposal
* 10 Points Design Document
* 5 Points Github
* 10 Points Interim Review
* 50 Points Project Grade
* 10 Points Program Documentation
* 5 Points Post Project Questionnaire

## Document History

| Status | Date recorded | Issue / Question | Severity | Impact | Resolution |
| --- | --- | --- | --- | --- | --- |
| Open/Closed | Date 1 | Issue / Question | Critical, Moderate | Schedule/Hours | Resolution |
|  | Date 2 | Description | Probability | Impact | Plan |
|  | Date 3 | Description | Probability | Impact | Plan |