# Unit 3 Project Malice Plan

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Project Overview Project Malice is a top-down (bird’s eye view) Role-Playing Shooter Game in which the user navigates a procedurally generated dungeon shooting at enemies.

Project Team

Andrew Si – Project Manager, combat (dealing damage, HP, dying) and RPG aspects

menus

Chris Cheung - character sprites, AI (including movement), and enemy types

Nathan Lui – Most experienced (advisor), saving, map (procedural?) generation

Som Pathak - hit detection for characters, enemies, map boundaries, and projectiles

Challenges

Graphics and animation, learning new library.

If we create an online leaderboard, networking will also be a challenge.

# Major Tasks and Schedule {Create a task plan that describes what needs to be done to accomplish your objective. Establish a timeline keeping in mind that you must design, develop and test before the final week of deployment. During that week, you will be giving your promotional presentation on the software.}

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| Task | When | Responsible |
| Determine which third party libraries will be used. Complete game brainstorming and design and create sketches. | Week ending 5/8/2015 | Everyone |
| * Create class hierarchy and decide what libraries will be used and what methods our classes should have. * All artwork complete (character, maps, enemies, projectiles). * Hit detection works between character and map boundaries. * Combat system and RPG aspects backend complete. * Map generation algorithms and/or hand crafted maps complete. | Week ending 5/15/2015 | Everyone  Chris  Som  Andrew  Nathan |
| * Enemy AI complete. All animations complete. * All hit detection complete (including enemies and projectiles). * All menus complete (main menu, pause menu). If there's still time left, implement online leaderboards. * Provide assistance for anyone who is behind schedule. | Week ending 5/22/2015 | Chris  Som  Andrew  Nathan and anyone else who finishes early |
| * Debug, debug, debug and then fix any problems * Comment all code and provide Javadocs and JUnit tests and whatever else is necessary | Week ending 5/29/2015 | Everyone  Each person comments his/her own code |
| * Presentation slides are complete and everything is ready to go. | By 6/1/2015 | Everyone |