**Project Checkpoint 01 – (Keep Calm)**

Team Name:

AKAL Studios

Team Members:

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Repository: <https://github.com/NotZagreus/KeepCalmGame>

Branches:

Artem's Branch: <https://github.com/NotZagreus/KeepCalmGame/tree/ArtemKozlov>

Alejandro's Branch: <https://github.com/NotZagreus/KeepCalmGame/tree/AlejandroBernabe>

Project Description:

We are developing a "platformer" game inspired by classics like Mario, but with a challenging twist. The player's objective is to navigate through platforms to reach a checkpoint. However, the platforms will have dynamic triggers, causing them to move, disappear, or fall based on player interactions. This design aims to create a pattern recognition game, requiring players to employ trial and error strategies to complete each level.

Key Elements:

Main Character

Dynamic Platforms with Triggers

Checkpoints

Trial and Error Gameplay

Plan:

Weeks 1-3: Concept and Design

Define game mechanics and rules

Create basic character movement and platform generation

Start designing test level

Weeks 4-6: Prototype Development

Implement dynamic platform triggers

Finish designing the initial level

Weeks 7-9: Refinement and Testing

Fine-tune platform behavior and player interactions

Conduct playtesting for feedback, ask friends to try the game

Weeks 10-12: Finalization and Presentation

Polish game graphics and sound

Final playtesting and bug fixing