

### **Description of our overall plan:**

#### *Overall Goal:*

- Understand the requirements of the application, and create diagrams (in UML) to allow a greater understanding of how the components within the application are related.
- Using the requirements given in unison with our game idea in order to create an idea of how the application will be built.
- Create a structure for our application which will then be converted into Java code (the required language).
- Use the tools in github to create and assign roles, track bugs, document our application, and create work history that can be easily understood and revised.
- Audit and improve upon each other's work to enhance our overall product throughout the entire software process.
- Test modules, functions, and the overall game for relevant and useful outputs.

#### *Timeline:*

- Phase 1 - Planning and Design: Jan 31 - Feb 18, 2022
- Phase 2 - Modelling and Construction: Feb 18 - Mar 11, 2022
- Phase 3 - Construction: Mar 11 - Mar 25, 2022
- Phase 4 - Deployment: Mar 25 - Apr 15, 2022

*(Note: Our team will meet frequently throughout the semester to regroup in person and to communicate freely about our progress, issues, and understanding.)*

### **Description of the application:**

#### *Background story of the game:*

This game follows a journey of a boy named Wilbur, who has been transformed into a pig by a witch who stumbled onto his farm. Wilbur must try to escape the witch's traps and collect magic corn and magic truffles all while being chased by butchers who have been hypnotised by the witch.

Wilbur is not only trying to escape the witch safely but must also collect enough magic food to gain the strength to return to his human form. Wilbur must run through a field of hay bales and away from his farmhouse which is now occupied by the witch! After collecting all the corn, Wilbur needs to go to the Exit point to win the game.

#### *Enemies:*

- Butcher: Chases Wilbur, and if the butcher touches Wilbur, he will die.
- Bear traps: Stationary enemies scattered across the board that will take away points if Wilbur comes into contact with them.

#### *Rewards:*

- Magic corn: Once collected by coming into contact with it, it will accumulate points.
- Magic truffles: Gives Wilbur the same amount of points but will also make it so that he does not take damage for some specified amount of seconds.