Project Checkpoint 01

1. Team Name: Team Polka
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3. Project Description: The game will be a card game called Missile Mutts. The game will feature 1-v-1 turn-based gameplay, with the goal being to win against five CPU opponents who progressively become harder to beat. You and your opponent will each be given a hand of cards themed around dogs to play with and some buildings that you must protect. The goal of the game is to use your cards strategically to destroy all the buildings of your opponent. The main twist of the game is that after a certain amount of turns, each player receives a Missile Mutt which allows them to deal damage to a building, destroy one of the opponent’s cards or destroy one of their Missile Mutts. These Missile Mutts will be able to be used even during your opponent’s turn, so knowing the best time to use them is critical.
4. Plan:
5. Create prototypes
6. Implement core gameplay elements (Cards, missile mutts, buildings)
7. Implement UI
8. Program enemy AI
9. Create menus
10. Create art assets
11. Implement audio (Sound effects and music)
12. Test the game
13. Polish + Debugging