

CSC105 Computer Programming II**Greenfoot Project Proposal**

1. Title: The War of Snowmen**2. Background:**

“The War of Snowmen” is a turn-based strategy shooting and action game, can play as multiple players from one on one to team versus team. This game is using all kinds of weapons to fight and defeat opponent player and win the game.

To describe the mood of the game is, breaking out the image of snowmen that generally people have and giving ironical feeling about snowmen, because snowman is using and shooting a bazooka or grenade launcher and any other weapons to destroy another snowman. In this game, snowmen are describing as very evil and nasty.

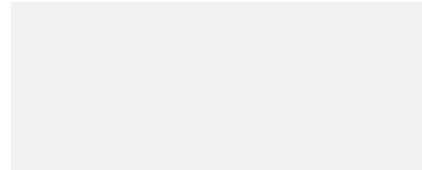
Method of the game is very simple. Shoot (hit), move, and win (defeat opponent). It's very free and open play game that has easy control.

3. Expected Benefits:

1. By this project, we are expecting to improve our individual work skills and team work skills such as communication, conflict management, listening, cooperation, creativity, creative thinking, defining problems, give feedback, goal setting, guide, group decisions, group decisions making, leadership, logical thinking, responsibility, support etc.
2. Throughout project, we will able to gain new knowledge and coding skills, also, we can apply these techniques to create our final product.
3. We will try to make high quality game to lunch on online, for giving motivation to who is interesting to study in programming, by this experience we will be able to make something greater product in future. And, get high grade for this semester.

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4. Scope of Work:

Week No.	Description
1 (20 – 26 March 2018)	Graphic work: <ul style="list-style-type: none">- Character design (Standing, moving, and holding weapon)- Items design- Soundtrack<ol style="list-style-type: none">1. Sound effect2. Background sound- Collecting images require in game
2 (27 March – 2 April 2018)	Maps design: <ul style="list-style-type: none">- Small map: 1- Medium map: 1- Large map: 1

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3 (3 – 9 April 2018)	Infrastructure/Settings of the game: <ul style="list-style-type: none">- Time counters- Main/Sub menu screen<ol style="list-style-type: none">1. Main screen2. Setting3. Method screen4. Weapon lists5. Menu to choose game options- Setting character locations (spawn point)- Basic movement (up, down, right, left and jump)- Multiplayer (Team)- HP- Number of weapon use
4 (10 – 16 April 2018)	Damage & Weapon: <ul style="list-style-type: none">- Set a damage to each weapon- Set range of weapon- Projectile
5 (17 – 23 April 2018)	Test & Bug fix
6 (24 – 30 April 2018)	Test & Bug fix