

## **CSC105 Computer Programming II**

### **Greenfoot Project Proposal**

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#### **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 play and open play game that has easy control. Using 'Spacebar' to adjust power for shooting distance, moving characters by direction keys, open weapon lists by click 'I' and choose weapon by 'Enter'.

Moreover, the reason why we create this kind of game is that, everyone has their favorite childhood game. The game called “Worms” was the best game when we were at child. Which everyone played regardless of age, young age children to even adults. The game “Worms” was easy to play, addictive and enjoyable game that everyone can do. But now days, the games are becoming complicate and require high computer specs which everyone cannot affordable. So, our group decide to recreate our favorite game that we used to play for recalling our memories of childhood and enjoy playing game.

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#### 3. Expected Benefits:

1. By this game, we are expecting to players will recollect their memories of childhood fun and enjoy this game.
2. Throughout playing game, we are expecting players to think about tactics to win better way or funny way and improve their game playing skills to have more fun.
3. If the player is little bit aged and who is not familiar with computer then, by this game it would be their chance to improve and familiar with using key board and moving screen.
4. We will try to make high quality game to lunch on online, for giving motivation to who is interesting to study in programming field. By this experience we and other creators will be able to make something greater product in future.

#### 4. Scope of Work:

Week No.	Description
<b>1</b> <b>(20 – 26 March 2018)</b>	<b>Graphic work (All group members):</b> <ul style="list-style-type: none"><li>- Character design (Standing, moving, and holding weapon) - (Drive)</li><li>- Items design - (Joey)</li><li>- Soundtrack – (Pon)<ol style="list-style-type: none"><li>1. Sound effect</li><li>2. Background sound</li></ol></li><li>- Collecting images require in game – (All group members)</li></ul>

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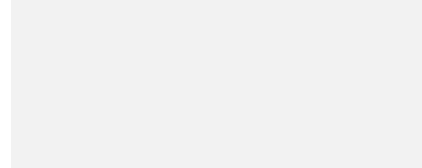
<b>2</b> <b>(27 March – 2 April 2018)</b>	<b>Maps design (All group members):</b> <ul style="list-style-type: none"><li>- Small map: 1</li><li>- Medium map: 1</li><li>- Large map: 1</li></ul>
<b>3</b> <b>(3 – 9 April 2018)</b>	<b>Infrastructure:</b> <ul style="list-style-type: none"><li>- Time counters (Pon)</li><li>- Main/Sub menu screen (All group members)<ol style="list-style-type: none"><li>1. Main screen</li><li>2. Setting</li><li>3. Method screen</li><li>4. Weapon lists</li><li>5. Menu to choose game options</li></ol></li></ul>
<b>4</b> <b>(10 – 16 April 2018)</b>	<b>Settings of the game:</b> <ul style="list-style-type: none"><li>- Setting character locations (spawn point) (Pon)</li><li>- Basic movement (up, down, right, left and jump) (Joey)</li><li>- Multiplayer (Team) (Drive)</li><li>- HP (Pon)</li><li>- Set number of weapon can use (Joey)</li></ul>
<b>5</b> <b>(17 – 23 April 2018)</b>	<b>Damage &amp; Weapon:</b> <ul style="list-style-type: none"><li>- Set a damage to each weapon (Dirve)</li><li>- Set range of weapon (Joey)</li><li>- Projectile (Pon)</li></ul>



Revision No.2 Group No.16

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<b>6</b> <b>(24 – 30 April 2018)</b>	<b>Test &amp; Bug fix (All group members)</b>
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