Roles and Tasks

Andy Castille (kmn478)

Efficiency Wrangler

- Ensure progress
- Optimize C++ code

Ian Solis (uxt408)

Game Designer

- Write story
- Implement game

Jordan Molone (hit214)

Game Programmer

- Implement engine
- Find assets

Plan

	D Tier	C Tier	B Tier	A Tier
Game engine	Dynamic graphics	Handles common tasks (input, sprites, etc.)	Highly specialized to the demo level	Easy to implement more levels
Interactivity	Can move camera	Can move cam. & character	Item/enemy interactions	Responsive visuals
Story	None	Characters have names	Present	Fully developed for a demo
Visual effects, animations, etc.	None	Minimal (maybe a light or shadow somewhere)	Some (repeated or occasional)	Immersive, consistent, thoughtful

Design

- Isometric crawler inspired by Zelda (orthographic 45° view)
- Interactivity: Walking, actions on objects/items
- Lighting elements: torches, projectiles, and possibly enemies
- Visual effects: particles, possibly deformation of meshes

Schedule

February: Finding art, writing story, designing game engine architecture, etc.

March: Game engine implementation with OpenGL and basic test data

April: Creating a demo level for the game engine with a story

May: Testing, debugging, final touches

Story

The main player character goes through a series of levels collecting parts to build a device to destroy the world. The end of the game is activating the device, which crashes the game, thereby destroying the character's world.

Risky Areas/Backup Plan

- Unique actions for all items may be tedious, so some items might be copied to progress the story
- Some visual effects may be complicated so approximations might be necessary