

CSE362 Project

Goal: 2D platformer emulating Super Mario in an RMC-themed environment

Roles:

Note Taking - Esther

Chief of Programming - Norman

Programmer - Everyone

Github Manager - Seth

UI Design - Seth, Rieon

Level Design - Kalhous

Project Manager - Rieon

Visual Design (Graphics) - Esther, Rieon, Seth

Scrum Master - Kalhous

Product Tester - Everyone

4 Levels

- Academic Year
- 4 Pillars

Every academic year represents a level

- Key elements of each academic year will represent the requirements needed to pass the level
- Each level will be concluded by raising/lowering flags at the end of the level

Ideas to Think About

- Skylarks → Midlevel? Bonus minigame?
- Navex minigame?
- Collecting the Colours
- Level Transitions → Teleport from Farnham/BMOQ
- Collecting Commandant's Cup points → Easter Egg?
- Passing off the square (trivia)

Game Start

- Show User dying as a 4th year w B's, 450, Academic Honours, and CWC bars, thus dropping everything and going back to being a first year

Tutorial - FYOP (Mainly to learn controls)

- Kit pickup
- Dorm/CDH tour to learn controls
- O-Course → Winning O-Course/Doing well in Tutorial gives buff?
- Skinhead skin

Year 1 - Academics (Easy level to confirm User understands game basics)

- Academic honours
- Failed semester
- Supplementary exams
- 5's skin

Year 2 - PPT (Introduction of Adversaries(?), Slightly harder (puzzle elements?))

- Minimum passing
- 400 / 450 bonus
- SPT
- PT skin
- varsity

Year 3 - Military

- CCOR bar positions
- Good/Bad ORs
- OJE
- Combats skin

Year 4 - Second Language Profile (BBB)

- Summer SLT
- C's
- Scarlets Skin

Boss Level (Optional) - Bowser Style

- Collect the Degree/2LT rank slip
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User Stories - well-expressed requirements written from the perspective of an end-user outcome.

As a [stakeholder], I want to [goal] so that [motivation].

o Stakeholder – for whom are we doing this?

o Goal – what are we doing?

o Motivation – why are we doing it?

o Focus on user needs, rather than on the solution or technology domain

Examples

- As a user, I want to be able to save my game progress so that I can re-start the game from where I left off.
- As a level designer, I want to be able to use a text editor to design and edit levels for simplicity.
- As a user, I want to be able to save my game in less than 2 seconds so I only have to wait a short time.
- As a user, I want to be able to play this game on an Android device or on my Mac, so I can play it anywhere.

User Level

Level Designer Level

User Interface Level

Functional	Non-Functional