

Project Proposal: Cross-Platform Mobile Game – Assassin Hunt

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Overview

Assassin Hunt is a cross-platform mobile game that combines real-world movement with strategic gameplay, based on the popular circular-target “Assassin” game. Players are assigned targets to “eliminate” by catching them on a virtual map. The last player standing wins. The game leverages smartphone features like location services and notifications to enhance the gaming experience, making it dynamic and interactive.

Core Gameplay Mechanics

- Target Assignment
- Circular Gameplay
- Location-Based Power-Ups
- Timed Push Notifications

Notable Features

- Cross-Platform Play
 - Real-Time Tracking & Interaction
 - Customizable Game Settings
 - Leaderboards and Achievements
 - Party Code Join System
 - Direct Invites
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Milestones

Phase 1 – Concept & Design (2 weeks)

- Develop game mechanics, UI/UX design, and define key features.
- Prototype location tracking and power-up functionalities.

Phase 2 – Development & Alpha Testing (1.5 months)

- Begin cross-platform development (React Native or Unity).

- Implement multiplayer and party code system.
- Conduct internal testing with a focus on location-based features and push notifications.

Phase 3 – Beta Testing & Feedback (3 weeks)

- Release beta version to select users for testing.
- Optimize gameplay experience based on user feedback and identify bugs.

Phase 4 – Final Release (2 weeks)

- Launch the game on the App Store and Google Play.

This tech stack is a new experience for all of us and we therefore intend to do all work together as a peer programming experience. We all hope to gain a breadth of experience across all facets of the project and do not wish to limit our individual scope at this time.

Presumptive tech stack:

- React
- Javascript
- Node