# Cave Adventure Project Plan --- Due May 29

# Submitted to**: Mr. Peck**

# Project Manager**: Ronit Mathur**

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Project Overview

2D adventure game with a map consisting of symbols. The player will navigate the map with arrow keys and they have to reach a certain randomly generated exit. There are also randomly generated obstacles (Creatures, events, etc.) which are only revealed once the player lands on the symbol.

Project Team

Shannon has the most experience in coding and has offered to take on the more difficult aspects of the project such as creating a GUI or configuring the map.

Ronit is the principle submitter and has various experience coding outside of school. He is mainly responsible for the obstacles and enemies aspect of the game such as coding the random encounters or updating the player’s stats page during battles.

Jessabelle has limited experience coding outside of school. She is responsible for coding the updating of the map when users move their player character, creating the stats page, and helping the other members with their responsibilities.

Challenges : Creating a GUI for the program, learning to code graphics.

# Major Tasks and Schedule

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| Task | When | Responsible |
| Create the Map [without GUI] | 5/1 | Ronit |
| Have the map open a separate window [ button compatible :) ] | 5/4 | Shannon |
| Create player symbol [spawn point] and configure for movement | 5/9 | Shannon |
| Create a stats page [Something to hold health, dmg, distance, items, position] | 5/11 | Shannon/  Jessabelle |
| Configure symbols to change when moving/passed | 5/11 | Jessabelle |
| Configure where obstacles and the exit are generated [Random generation] (And random weapon spawn) | 5/15 | Ronit/Jessabelle |
| GUI for Battles/Obstacles [popup window, creature sprites] | 5/23 | Ronit/Jessabelle/Shannon |
| Write up battles and obstacles [What creatures/decisions] | 5/25 | Ronit/Jessabelle/Shannon |