

Chop-Chop Project Definition Document

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Project Description:

Chop-Chop is a fun and engaging game where players take on the role of a lumberjack. The objective is to collect rare woods by clicking on trees to chop them down. Players earn money for each tree cut, which can be used to purchase upgrades. These upgrades allow for better tools, faster cutting, and access to rarer woods, enhancing the gameplay experience.

Relevance:

This project aligns with our personal and professional interests as both Xander, and I are interested in pursuing careers in game development. Creating this game will provide hands-on experience and a portfolio piece demonstrating our skills.

Feasibility:

We have the foundational skills necessary to build this project, particularly using React, which we studied last semester. Additional learning might involve fine-tuning specific game mechanics, optimizing performance, and implementing advanced features.

Impact:

Chop-Chop offers users a simple, fun, and free gaming experience accessible directly on the web without the need for downloads or installations. It aims to entertain while providing a sense of progression and accomplishment.

Milestones:

Note: dates will be figured out when we do the weekly plan.

1. **Documentation:**
 - Complete over 90% of the project's basic documentation, ensuring clarity on the game's structure and goals before coding begins.
 2. **Initial Demo:**
 - Develop a basic working demo of the game. This will include the core gameplay mechanics, such as clicking on trees to chop them down and earning money. This phase will also involve identifying and addressing gaps in functionality.
 3. **Polished Version:**
 - Complete a refined and fully functioning version of the game. While we may not focus on deploying it to the web initially, the game will be polished and ready for presentation or future distribution.
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Ethical Considerations:

1. **Skill Limitations:**

- We may encounter challenges with implementing features due to limited knowledge. To overcome this, we will leverage available resources such as Google, YouTube tutorials, and ChatGPT to acquire the necessary skills.

2. Environmental Messaging:

- The core gameplay involves cutting down trees, which could unintentionally promote deforestation. To address this, we will include a disclaimer during the game's loading screen stating that the game is fictional and does not endorse deforestation. Additionally, we could incorporate positive environmental messages or elements, such as tree planting mechanics or promoting sustainability.

Conclusion:

Chop-Chop represents an exciting opportunity for us to deepen our understanding of game development while creating a fun and accessible web-based game. By setting clear milestones and addressing potential ethical considerations, we aim to deliver a high-quality project that showcases our abilities and provides value to users.
