

Group project – Phase 1

CMPT 276 - Group 2

Sahba Hajihoseini, Dylan Kurath, David Ligocki, John Mitton

Part 1 - Overall Plan:

The game is about a pop singer who is trying to make money to design their mansion. In order to make money, they should perform in all the concerts designed at each level (**regular rewards**). After performing in all concerts, the singer must go to the endpoint which is the mansion. By reaching the endpoint, the mansion will be updated to reflect their current wealth. Moreover, at each level, an award will pop up and by collecting it, the singer can release a new song (**bonus reward**). Each bonus award gives the singer a car - the higher the level is, the more luxurious the car gets, which means the value of getting a bonus reward in level 1 is not the same as level 10. The player can see all the collected cars in the garage designed in the mansion. However, reaching the exit cell is not that easy. Paparazzi follow the singer and if the singer gets caught, the player loses the game and must do the level again (**moving enemies**). Also, the number of paparazzi increases as the player progresses from level to level. Furthermore, there are crazy fans in some cells. They are obsessed with the singer and want to touch them so the singer gets into a fight with them and as a result, they will be legally charged and lose money (**punishments**). The player must avoid crazy fans because facing them will reduce their total wealth (**score**). Besides, if the singer encounters too many fans and gets a negative score, they lose and need to refresh their career (game over). After finishing each level, the player will be informed of their total wealth (**score**). They can also view their mansion and garage, as well as the garage interior which shows the cars they have collected. The board is designed as a random neighborhood in a city. It has some **barriers** like walls, buildings, bushes, and other blocks so no character can cross them. Also, a start point and exit point is implemented in the board. After collecting the points, the singer must reach the exit point to finish the game.

Customized game summary:

Main character	A pop singer
Regular awards	Concerts - the singer must go to all concerts to pass the level.
Bonus awards	Realising new songs - the singer gets a new car after realising each song.
Moving enemy	Paparazzi - must avoid them. If the singer gets caught, they lose the game.
Punishments	Crazy fans - must avoid them. Encountering them means losing scores
Board	The game happens in a 2D grid with 1 starting point and 1 exit point (mansion). The board is designed as a small part of the city which has streets (characters can move in streets) and barriers (no one can go to these cells).
Goal	Going to the mansion and upgrading it with the money collected at each level