

# Project Proposal for CSCD 350 Spring 2024

## Team 1: FourFifth( $\frac{4}{5}$ )



Submitted By

Trey Becker - tbecker4@ewu.edu

Kyle Cooper

Alex Erickson - aerickson9@ewu.edu

Abdulhadi Mallah - amallah@ewu.edu

Cynthia Montalvo - cmontalvo@ewu.edu

Instructor: Sanmeet Kaur

GSA: Dominic MacIsaac

Lab Section:

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GitHub Repository:

<https://github.com/Sanmeet-EWU/github-teams-project-bid-4-5>

# Game Plan

## Motivation

- We are trying to create a product that is entertaining to a wide audience of users to relieve boredom and maintain consistent interaction with this and future content. Our motivation stems from how much of a new experience this is to all of us, and it's super exciting to create our little world.

## Approach

- Learn Godot – Game engine – well enough to use it efficiently
- Design a simple story, storyboard main bits, and keep track of smaller details with notes
- Start making character drafts, give all characters/NPCs a design sheet with roles to keep track of their information
- General software components:
  - Godot game engine
  - Something to implement scripts/game logic such as GDScript/IntelliJ
  - 2D Pixel art program(Piskel)
  - Blender
- Hardware required:
  - A computer that can run and compile Godot.
  - Input devices such as a controller or mouse and keyboard.
  - A device to display the game (monitor)

## Challenges and Risks

Challenges:

- Making sure that the player does not get stuck part-way through with no way out; Soft locks
- Allowing some challenge without making the game too difficult/frustrating, but not so easy that it becomes boring; Balance
- Make sure that the story is fleshed out enough to be entertaining but not let it overpower the gameplay.

Risks:

- Too many features for us to keep track of and play-test
- Too few features; not enough content to engage the player
- Unused features; features that are either unnecessary or too complicated for the average player with little to no explanation as to how to use them.
- Forgetting to finish or fully flesh out certain mechanics or NPC interactions
- Not being able to animate all characters and their moves

*The classes and their mechanics **simplified***

Class	Pros	Cons
Knight	Armor / Health	AP / Damage
Cleric	Armor / AP	Damage / Health
Mage	AP / Damage	Armor / Health
Rogue	Damage / Health	Armor / AP
Ranger	AP / Health	Armor / Damage