Phase 1: Statement

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For the term project, we have decided to create an arcade-style game based on a university setting. The game revolves around the main playable character, who is a university student trying to complete their computer science degree. The objective of the game is to graduate university by finishing all their course requirements without getting caught by the "evil" professors.

Working title:
- How to not Fail University (Tentative)

Main Character:
- The main character of the game is a university student (currently unnamed) whose goal is to finish his university degree by finishing his course requirements.
- The student needs to collect all the P (Passing Grade) that are spread across the map before exiting the university (the map) to win the game.
- The character is movable with WASD or the arrow keys

Enemies:
- The moving enemy characters are 'evil' professors who move towards the student.
  - If the player is caught by one of the professors, the player loses and the game ends with the student being expelled.
- The unanimated punishments are F (Failing grades) that are scattered throughout the board.
  - If the player moves to a cell that contains the F, 5 points (number is tentative to change) will be deducted from the point total.

Board:
- The board is seen from a birds-eye view and has a grid system with a maze-like environment.
- There is a starting cell on the boundary wall of the board for the initial location of the playable character when the game loads, and an end cell on the opposite wall, where the player can go to after collecting all 40 P grades to win the game.
  - The location of the starting and exit cells are fixed and unchanging each iteration of the game.
- The barriers that are scattered around the map are construction zones that take up one or more cells and immovable walls which can extend over several cells.
  - The layout of these barriers changes randomly in each iteration of the game.
- The construction zones appears randomly throughout the board and disappears after a currently undetermined number of "ticks"

Rewards:
- The regular rewards are the P's (Passing Grade), and they are scattered randomly throughout the board.
  - The player has to collect 40 of these passing grades before exiting the maze through the exit cell to win the game.
  - The location of the P grades are randomly scattered in each iteration of the game.
- The bonus rewards are the A+ grades which appear randomly throughout the board and disappear after a currently undetermined number of "ticks".
- Collecting each passing grade adds 2 points to the total score, and collecting each bonus grade adds 5 points to the total score. (Numbers are tentative to change.)