

CTCH 312 Project Proposal

Tentative Title: Finci and Rosie

Team Members: Simran Brar and Maksim Sharoika

Project Proposal:

Fire Boy and Water Girl is a well-known game where two characters collaborate to obtain a key and unlock the exit door to complete each level. Our proposed game will be similar except the two characters will be a cat and a dog. Each pet has its unique strengths and weaknesses, creating an engaging gameplay experience. The motivation behind our game is to provide both entertainment and education, particularly targeting children interested in learning about pets and teamwork.

Players control both the cat and the dog using the same keyboard, enabling solo play or multiplayer cooperation. The cat possesses nimble abilities, including jumping over obstacles and scaling walls, while the dog can swim and bark to scare away enemies. To progress through levels, players must strategically utilize each pet's abilities, collaborating to overcome challenges and collect treats or keys to advance.

Our game features levels that progressively increase in difficulty. Players will encounter various obstacles requiring the utilization of the cat and dog's different abilities to navigate through each stage. The diverse challenges ensure an engaging and dynamic gameplay experience. The game will be coded in either Unity or Godot, we are leaning towards Godot as we are more familiar with the platform.

As a platformer game, our project draws inspiration from games like Super Mario and Terraria, while introducing unique mechanics centred around pet interaction and teamwork. By combining the elements of platformer gameplay with the dynamics of pet companionship, we aim to deliver an immersive and enjoyable gaming experience for players of all ages to educate them about the unique ability of our pets and how despite being so different, it is what teamwork that allows us to achieve great things.

GitHub Link

GitHub link

<https://github.com/SimranKBrar/FrinciAndRosie>

Project Timeline:

February 14: Project Proposal

February 28: Storyboard and Initial User Diagrams

Wednesday, March 13, 2024: Concept and Storyboard Presentations

March 15: First Draft of Project

Wednesday, March 20, 2024: Project Meeting #2: Individual Meetings about Final Projects.

March 30: Final Draft and all levels completed

Wednesday, April 3, 2024: Final Project Presentations and Demonstrations

April 5: All documentation Finished

Wednesday, April 10, 2024: Final Project Presentations and Demonstrations and Project Report Due

Project Responsibilities:

Simran Brar:

Project proposal

Storyboard documentation

GitHub documentation

Final report

Final slides

Storyboard

Maksim Sharoika:

Project check-in

Level and character design

Sound and animations

Game mechanics/coding

Code management