**Hero Wave Survival Proposal**

**Overview**

My proposal is for a wave survival game (so called Hero Wave Survival) that will be played on overlapping windows forms. On the main menu the user will be able to access the Hero Picker screen, HighScore screen or close the application. Once the HeroPicker button is clicked the player will be given a new form with three choices of heroes to pick from (Final game will have at least one working hero). Once one has been selected, the user will be prompted for a user name using Visual Basics input box. After the name has been given and the Arena has been loaded, the player will start the waves via the push of a button. After each wave is defeated, there will be an intermission phase where the player will be able to buy various potions/items to help them survive the oncoming waves. Once the player has defeated (or died) there will be a prompt for the user to save their score/wave count into the highscore DB.

**Selected Category**

Selected category is a Game Project.

**List of Milestones for Project Success**

* Player able to select at least one hero to play the game
* Database to store the progress of the player upon death/beating the game
* Being able to complete all ten waves
* Working store to buy items from and store in backpack of hero
* At Least one working item (probably a health pot) to buy from the store
* View high scores from main menu

**Technology Used**

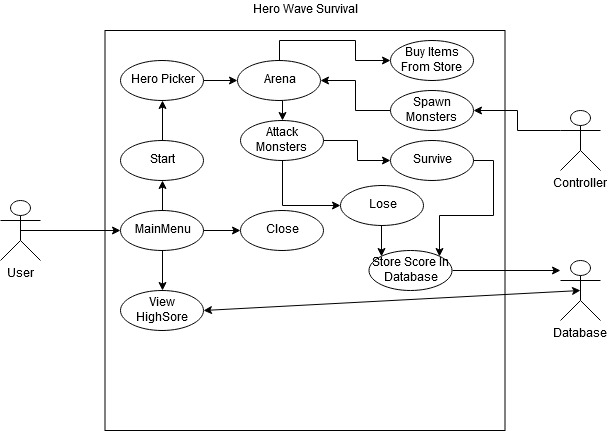
This project will be built utilizing the following technologies and techniques:

* Visual Studio Windows Forms
* Object Oriented Programming (OOP)
* SQLite for high score storage

**Main Objects For Project**

* Main Menu (Start, HighScores,Close options available)
* Hero Picker (Buttons to select hero type with a description of each. Inputbox to get a hero name for the hero picked)
* Arena Screen (Arena where the waves will be fought)
* Hero (Currently can be a Warrior, Archer, or Shadow) Consisting of one class base class and interface, and unique avatar controls for the heros
* Monsters (Planned monsters being Zombie, Ghoul, Lich, Skeleton) consisting of a base class and interface, and unique avatar controls for the monsters
* Database Layer (to seperate DB code from the other elements)
* High score screen accessible via the main menu
* Items (Health Pot, Revive Pot currently planned)
* Controller (Mainly used to spawn monsters, will maybe control state of the game)

**Use Case Diagram**

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