CMSC 447 PLANNING DOCUMENTATION

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GRAVITY GUY by Maine Coon

Introduction:

Gravity Guy is a game where users navigate through a challenging environment using gravity-defying mechanics. The game will feature a UMBC themed version of Gravity Guy, which utilizes a dog (your choice on the breed) to traverse stages of increasing difficulty. Technical features include: at least three stages, saves of the state of a user, a high score database, simple collectables in the game, and being fully web based. This document outlines how the team went about the phase 2 stage of developing this game. We strategically divided the project into distinct roles and responsibilities. This division allowed each team member to focus on specific tasks, leveraging their individual expertise to contribute effectively to the project's overall objectives.

Team Composition and Responsibilities:

Manav Bhatt (Game Developer): Tasked with coding the core components of the game. This role involved implementing game mechanics, user interface, and integration of assets.

Sumair Chowdhury (Web Developer): In charge of developing the website that will host the game. Responsibilities include designing the web layout, ensuring server-side functionality.

Oritsejolomisan Mebaghanje (Documentation Lead): Responsible for updating all project diagrams and preparing documentations which entails outlining the project scope, milestones, and individual contributions.

Jacob Adams (Database Administrator): Focused on creating and managing the databases necessary for the game.

Connor Hohlbein (Asset Developer): Responsible for creating all visual and audio assets for the game. This role covers graphic design, animation, and sound production, ensuring that all game elements are visually coherent and engaging.

Conclusion:
After the first set of development, we came together to conduct some testing sessions on the project, ensuring that all aspects of the game worked harmoniously and met our standards for quality. By combining our individual contributions and collaborating, we were able to successfully complete this phase and produce a first draft of the game.