

Group 9: Final Project Plan

with Dennis Hannusch, Chris Klehm, and Jacob Temple

Our idea for our final project is to make a simulation/RTS game akin to Sim City or Age of Empires. The goal of the game will be to collect resources and build structures to reach milestones and win achievements. The player will control worker characters who they will send to various points onscreen. There will be resource collection locations displayed that allow for collection of certain resources, which in turn can be used to build buildings which would allow for additional functionality. For example, the player might be able to build a house, which might increase their chances of spawning a new worker. The game will require key and/or mouse interactivity and proper timing of events such as character spawning.

There will be at least two screens for the player to choose from, one a main menu, which will allow for sound muting and other settings adjustments, and the other a play screen which will display current resource status and population and have buttons to select from a build menu. Animation will be necessary as characters move across the screen and interact with objects. Also, structures and characters will be displayed through the use of textures loaded from images. There will be background music along with sound effects that play when the player moves characters, places buildings, and wins achievements. Additional features might include a build/technology tree, environmental hazards and interactivity (e.g. rivers), or AI controlled enemies from which the player must defend themselves.

Our preliminary work distribution has Dennis assigned to find and load music and textures and design the worker class, Chris assigned to create resource and build menu functionality, and Jacob assigned to environment and main menu functionality.