**276 Statement**

Introduction:

Our game, namely “DA ONE PIECE”, combines elements of strategy, adventure and combat. Players will embark on a journey through a visually stunning 2D world where they will have to discover the secrets of the “ONE PIECE”.

Objective:

As a group of 4, we are planning to design and build a 2D top-down maze game, implemented in Java. The game will thematically feature a pirate setting, where the goal will be for the user to escape the maze and collect all the rewards on the board. The player will win by collecting all the rewards and reaching the “exit” cell. Along the way, the player may encounter enemy zombies/marines and face various punishments that deduct their rewards. The player will lose when they run out of rewards.

During the project, we as a team decided to meet at least once a week in-person/online to plan for distinct phases of the project. Our main aim is to successfully build a smoothly running game and meet all the requirements of the client.

Implementation Plans:

Technically, we will be implemented using object-oriented principles. Our implementation will feature abstract classes, inheritance, interfaces, and composition. Our program will also feature a variety of data structures. Thus far, we have planned for the use of a decision tree that will determine enemy movement, a linked list to keep track of both enemies and items, a 2D array to implement our collision logic, and finally an overlapping 2D array used for map generation.

How will our customized game stand out?

Our customized game will implement the newest generative AI technology, during the play-through, the player will have the opportunity to chat with the chatbot namely, Monkey D Luffy chatbot. There will also be different themed “islands” with unique enemies, traps, and mysteries to uncover. Follow along Monkey D Luffy, avoiding the navy and other adversaries, staying out of jail, and find the legendary “ONE PIECE”!