**Studio Project 4 Proposal**

**Group 10**

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Sherwyn Sin (133911P)

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**Game Name**: Chinese Boy and Malay Girl

**Theme**: Racial Riots

**Game Idea**:

Player will start off as a human. Either as a Chinese or a Malay, John or Mala. Conflicts between two races sparks unhappiness among the separate community. However, love go beyond boundaries. Nothing can stop the relation between John and Mala. They endured through criticisms and hardship. At the end of the conflict, a mutual view has been seen upon, they lived happily ever after.

**Gameplay**:

Use the keys, W , A , D to control Chinese Boy

W to make him move left , D to make him move right , W to make him jump

Use the keys, I , J , L to control Malay Girl

J to make him move left , L to make him move right , I to make him jump

Esc button to access option

**Unique Selling Point**:

**Task List:**

|  |  |  |
| --- | --- | --- |
| **Task** | **Difficulty** | **Done By** |
| Movement | 1 | Isaac |
| Controls | 1 | Isaac |
| Specific Character Blocks | 3 | Sherwyn |
| Health and Point System | 7 | Isaac |
| Power up | 5 | Sherwyn |
| Map | 6 | Sherwyn |
| Gravity | 6 | Kennard |
| Factory Class | 7 | Kee Yang |
| AI | 7 | Isaac |
| Trap Door | 7 | Kennard |
| Sprite Animation | 8 | Kee Yang |
| Multiplayer | 9 | Kennard / Kee Yang |
| Slopes | 6 | Kennard |
| UI Programming | 6 | Kee Yang |
| Game State | 6 | Kennard / Kee Yang |

**Project Schedule**:

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Done by | Features | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 1 | isaac | Movement |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 | isaac | Controls |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3 | isaac | health system |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4 | isaac | point system |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5 | isaac | ai |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6 | kee yang | object mangement |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 7 | kee yang | sprite |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 8 | kee yang | game states |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 9 | kee yang | ui |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 10 | kennard | physics |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 11 | kennard | gravity |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 12 | kennard | levers and doors |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 13 | kennard | multiplayer |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 14 | sherwyn | map |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 15 | sherwyn | Specifc character blocks |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 16 | sherwyn | power ups |  |  |  |  |  |  |  |  |  |  |  |  |  |