

Loose proposal for CS3354

Just an idea

What is this?

I was thinking of creating a mobile/PC platformer game about a cat. The main plot would have 3 maps that a user would have to work through in order to find their way back home, possibly with trinkets/collectibles along the way that add to the lore of the story. In addition to those 3 story/lore maps, there would be a couple maps that are just a timed/scored thing. These would have leaderboards, and ideally would show the top 10 times/scores of players worldwide, and could also show high scores from the player's friends if they have friends that they've connected with on the app.

Notes: 3 is just a sample number of maps; it would be great if we could get 4-6 but for the class I think 2 could work if we ran out of time. I'm also willing to listen to other's ideas about any of this.

Requirements:

- We'll have to figure out what we want to program the bulk of the game in
- It'll have to run on both mobile and PC, unless we want to focus on 1
- We'll have to have accounts, with
 - A username/password system, maybe even a recovery function?
 - A way to store friend lists and requests
 - A way to store high scores
- If we want to be really fancy, we could use geolocation data:
 - If people want to send friend requests to someone in 100ft (or some distance TBD)
 - For safety reasons, it'll only show people who are also actively looking for people
 - Maybe location-specific maps? (If you're within X distance of the Plinth, maybe you get to play a special water map)
- We'll have to have a leaderboard for the racing maps
 - It would be cool to be able to race other users in real time, but that could be a lot of extra work
- We'll need art, sound, map, and UI design
 - I can take take of this personally; I can do art and UI and have a decent grasp on level and sound

Feasibility in terms of getting approved

I thought it was funny how she used to work in game design but all of the sample projects she mentioned were explicitly not games. I asked her if we were allowed to do a game and she said it would have to be more complex than a simple hackathon thing but as long as it was complex enough to spend a semester doing, we'd probably be fine. I think with the accounts, leaderboard, and potentially multiplayer and location stuff, we should have enough complexity to make a legitimate project.

Map of things (this can change)

