Group 2: Project 2 Proposal

**Super Bowser**

**The Quest to Defend the Castle**

Team Composition:

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**1.0 Project Overview**

## 1.1. Abstract

*Super Bowser* is a single player action-adventure game that allows the player to play as Bowser, the main villain from the classic *Mario Bros.* franchise by Nintendo. In this perspective-flipped game, Bowser is the protagonist of this story, as he goes on an adventure and the player will see events from the point of view of the King of Koopas. The player will control Bowser’s actions on his journey, collecting items and allies, and maybe save the world!

Our vision is to create a game in the retro-style that we (the developers) grew up playing. While the story will be original, we would like to borrow the characters and emulate the style of play of classic Nintendo franchises such as *Mario*, *Legend of Zelda*, and *Metroid*. In addition to showing our deep respect for the roots of action-adventure video games, we want to create a sense of nostalgia for players who remember and appreciate them. To this end, we may wish to incorporate characters from other franchises as well.

Our final product will be a computer game with a fun twist on an old story and provide entertainment for players. We hope that fans of these classic games can enjoy our game as a tribute to those times.

## 1.2. Target Customers

The video gaming community is our main target customer. Our game is catered towards gamers who like the classic Mario franchise. Our game pays homage to and borrows heavily from the Mario franchise.

## 1.3. Search Keywords

|  |  |
| --- | --- |
| Game | Quest |
| Action-Adventure | 2D |
| Mario | [Perspective Flip](http://tvtropes.org/pmwiki/pmwiki.php/Main/PerspectiveFlip) |

## 1.4. Scope and Objective

We will be using some libraries to help us with implementation of UI/animations. We plan to use Slick2D and LWJGL to help with the UI/animations. The user can run the game (as a .exe or an executable .jar).

1. The user can start the game.
   1. The user launches the game which presents a main menu
   2. The Menu closes if exit is chosen.
   3. The game commence if they chose to “Play”.
2. The user spawns on the map.
   1. The user can move around the world using the keyboard
   2. The user can pick up items that will help him beat the game.
   3. The user can toggle actions, inventory and options menu with the keyboard
   4. The user can view health stats.
3. The user beats the game by completing all the tasks/quests.
   1. When the game ends, it congratulates the user and ends the game.

# **2.0 Team and Constraints**

## 2.1. Team profile

**Brian: Front-End/UI**

Experience/ Qualifications: Proficient at C++,Java, and Photoshop, former game tester for *Minecraft*, sufficient Javascript and Python.

**Kelvin: Game Logic/Review**

Experience/ Qualifications: Proficient at Java, object-oriented design. Experience with Python, MySQL.

**Vincent: QA/Testing and Balance**

Experience/Qualifications: Proficient at Java and OOD, extensive experience with video game gameplay

**Peter: Creative Lead/Story**

Experience/Qualifications: Proficient at Java, sufficient at C++, previous experience with servers.

## 2.2. Challenges

* Still not 100% familiar with framework to implement our animations for gameplay (Slick2D, LWJGL)
* Generate a stable and efficient set of classes to handle inner workings of the game.
* New concepts of handling GUI and gameplay compared to previous project.

## 

## 2.3. Assumptions and Constraints

|  |  |
| --- | --- |
| **Non - Technical Constraints** | **Technical Constraints** |
| * **6 weeks time will be difficult to develop the game fully.** * **Coordination of times and schedules for a team of 4** | * **Organization and management of multiple classes among a team of 4.** * **Learning/applying new concepts of GUI and mechanics for the game.** |

# **3.0 Deliverables and Milestones**

## 3.1. Project Deliverables

We will be delivering the gaming software along along with auxiliary deliverables.

Deliverables include:

* Software System Project Proposal
* Gaming program (Runnable as .exe or .jar)
* Miscellaneous files used throughout the project

## 3.2. Schedule and Budget Summary

**\* Please keep in mind that this is a tentative milestone layout\***

**Milestones**

|  |  |
| --- | --- |
| Item: | Date: |
| Proposal presentation | May 21, 2015 |
| Project proposal | May 22, 2015 |
| Menu and basic movement of player | May 23, 2015 |
| Movement limitations and bounds | May 25, 2015 |
| **SPRINT 1**  **Movements and Player Animations**  **(Main Core Mechanic)** | May 28, 2015 |
| Create starting in game items. | May 29, 2015 |
| Player can pick up items. | May 30, 2015 |
| Spawn all items on map with values | June 01 , 2015 |
| Stats and inventory for player | June 02, 2015 |
| **SPRINT 2**  **Basic Quest Simulation and Stats** | June 04, 2015 |
| User can toggle attack action | June 06, 2015 |
| User can toggle attack action on MOBS | June 07, 2015 |
| **SPRINT 3**  **Gameplay Prototype Complete** | June 11th, 2015 |
| Game test for any bugs or errors. | June 12th, 2015 - June 23rd, 2015 |
| **Demonstration and Delivery** | June 23rd, 2015 |