Project Description

Making pizza and maybe drinks based on orders. The player can move to different places on the screen to add toppings and deliver the order. The goal of the game is to complete as many orders as possible within the time limit to get points and unlock more upgrades.

Programming Concepts

Classes will be used to create the food classes, the player class, and maybe the topping class. The foods and toppings will be dependent on the attributes of the player class, whether it has been unlocked or not. The amount of points the player earns will also depend on the foods and the toppings.

The relationships between the classes will be shown on a UML diagram

I will use the kanban method to track my progress.

Other Research

More about graphics and perhaps how to make use of hashmap to make programming easier

Calendar

Sprint1:

- start the uml diagram
- Make player class, food class, and toppings class
-

Sprint2:

- Game mechanics(making food and completing orders) and graphics

Final:

- Player upgrades
- Timer
- Start screen