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Project Summary:

We are attempting to produce a game with Post-Apocalyptic themes following similar mechanics to how Pokemon is played. So we will be constructing a turn-based combat system between two entities, potentially with a store of entities with each person. There is an over-world to traverse, which we will try to visualize both the combat and the world as two separate subsections. We will have the user explore, collect item/entities, and interact with the environment to proceed through the game and periodically enter the turn-based combat scenarios.

Implementations:

We will be providing two general environments. One will be the map viewed from the overhead perspective, which the user will traverse, filled with different objects like houses, foliage, items, and people. The user will interact with different things and parts of the map and initiate a battle-phase.

In this game, we will be providing items that they can collect as well as entities they can collect that will be used to fight for them and will store information on their health, damage, and potentially how an item may affect them.

The map and battle phase will be in the form of a GUI so that the player has a visual of what they are doing and what they can do next. We will have them directed by either keys or clicking to get to their destination with the GUI. This will allow them to interact with specific objects and traverse the map themselves.

The battle phase is the second general environment, where two participating members have a limited number of entities to battle each other. It will have alternating turns where members decide what to do with their entity, and after all of one member’s entities are defeated, the opposing person wins. Some rewards will be doled out to the winner if it’s the player, otherwise the player can load a save or quit.

There will be a function to save the game where the player is at in the map as well as what the player has in terms of items or entities. This will allow the player to come back to the game at a later point. It will also potentially make it so that certain parts of the game remain changed over the progression of the game.