Overall Plan

Theme

Our plan is to make a single player, turn based Western shooter, titled **Escape**. The main objective for the player is to collect all the key fragments on the board. However, the player must avoid the local sheriffs on pursuit, and the various traps they have placed. The player must obtain all the keys and reach the exit to *Escape* the level!

Base Game

We will first develop our game with ASCII characters. The base game will contain a **shooting mechanic** with one weapon, and two types of enemies. The **1st enemy type** will chase the main character. Touching the enemy will capture the main character. The **2nd enemy type** will be various traps on the board which will lower the player's score. Extra ammo will be on the board as a bonus reward. Keys will also be spread across the board. The player must obtain all the keys on the board before exiting the board to move on to the next level. Our game will contain a main menu where the player can either select **"Play Game" or "Exit"**. "Play Game" will start the game. "Exit" will exit the game application.

Goal

Once we have finished the base game, we plan on adding and improving various aspects of our game. Our first goal in mind is to **upgrade the ASCII graphics to pixel art** for the board, enemies and main character. We plan on **introducing multiple levels**, such as escaping a jail, an underground mineshaft, and an old western town. Next, we will develop **different weapons** such as shotguns, rifles and revolvers the player can pick up from the board. Changing the bonus rewards to **a currency will allow us to create a shop** where the player has an extra opportunity to purchase weapons, ammo and upgrades. Shops will be found on the board in discrete locations. We plan to create **different ammo types** as well, such as faster projectiles and higher damaging bullets. We will introduce a **third enemy type** that can throw a lasso to capture the player from a set distance. Similarly, we will add **different types of traps** such as spikes and mud that will damage the player and jam the players weapon respectively. For the **main menu**, we will add **high scores and settings buttons. "Settings"** will provide the player with options to remap their keys, changing the volume and an on/off slider for music. **"High Scores"** will contain a finite amount of the highest scores from previous playthroughs.

Project Management

Our approach for developing the game will be to create it from the bottom up. We will first develop the core components such as the "Board", "Game Manager", "Main Character", and "Enemy" classes. From there we will implement the rest of the non-essential objects and begin to add other components from our goal.

Our team will meet three times a week to decide how to distribute the workload evenly to our personal strengths.