My idea

Use this to summarize your idea, plan it using sketches, notes and pseudocode as needed

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| A shooting gallery style game using caricature creatures, specifically a “Duck”, a “Bear”, and a “Cat”. The idea being to have the user place the appropriate “Hat” on the corresponding creature, specifically to match an indicated “Goal” creature which will be displayed in a section of the UI. The concepts used will involve variable tracking, objects 2 or more, array lists, and loops. |

Where will the inventory skills be demonstrated? List every one to be sure you’ve included them.

Milestone 1:

1, 2, 3, 4, 5, 8, 9, 10, 12, 13, 14, 30, 38

Milestone 2:

6, 7, 11, 15, 16, 19, 25, 26, 27, 31, 39, 40

Milestone 3:

17, 18, 20, 21, 22, 23, 24, 28, 29, 32, 33, 34, 35, 36, 37, 41,

42, 43

1. M1
2. M1
3. M1
4. M1
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17. M3

M3

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26. M3

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| **Milestone 1** | **Milestone 2** | **Milestone 3** | **Milestone 4** |
|  |  | You are strongly encouraged to deliver your finished game at Milestone 3. |  |
| 1 line, ellipse, rect… | 6 contstrain | 17 Nested Loop | 36 ArrayList size, get, remove,… |
| 2 fill, stroke, strokeWeight… | 7 keyPressed, mousePressed,… | 18 Break | 37 PVector use? |
| 3 Modes | 11 println, stop, | 20 Function w/ No Para or Return | 41 Random 2D Vector |
| 4 setup and draw | 15 switch | 21 Function w/ Return | 42 Normalized Vector? |
| 5 background, random, noise | 16 For loop, While loop | 22 Diff Param and Arguments | 43 New Method in PVector |
| 8 ++, +=, --, -=, \*=, /= | 19 Diff for loop and while loop | 23 Function w/ simple Argument | 44 Timer |
| 9 local variable | 25 Diff class and object | 24 Function w/ object Argument | 45 Game States |
| 10 global variable | 26 Constructor function use | 29 New Object creation | 46 Button Roll-Over change |
| 12 if, else if, else | 27 Processing Tabs | 30 Constructor w/ Param | 47 Drag & Drop |
| 13 ==, >=, <=, >, … | 31 Diff Array and ArrayList | 32 Backwards list use? | 48 Sprite Sheet animation |
| 14 &&, || | 39 Basic Physics | 33 Populate Array | 49 Collision |
| 28 Class & Constructor use | 40 Find Direction and Distance | 34 Populate ArrayList | ~~50 Game Control Plus~~ |
| 38 PVector |  | 35 Manage Object in Array or List |  |
| You should deliver approx. 10 skills at this milestone | You should deliver approx. 10 skills at this milestone | **You must deliver 30 inventory skills by this milestone.** | Please Note Grey Boxes are not guaranteed to be implemented |