Cheese Run

Description

Our plan is to construct an arcade style game for desktop called "Cheese Run" using Java. The basic premise of the game is similar to that of PAC MAN where the player uses the arrow keys on their keyboard to traverse a maze-like grid.

The objective of the game is to collect all of the rewards scattered throughout the maze, and exit the maze. The player controls a mouse and tries to collect all of the cheese scattered across a maze. While collecting the cheese, the player should avoid the mouse traps, or else the score will be reduced. At the same time, the player will have to run away from the Cats. If a single cat catches up to the mouse, the player loses. The player can also pursue a special type of reward called "Organic cheese" which is not required to exit the maze but will allow the player to attain a higher overall score.

Overall Plan

- **Project Scope**
  - A desktop application

- **Project Schedule && Deliverables**
  - UML diagram - Feb 11th
  - Mockup Design - Feb 18th
  - Split the task - Feb 30th
  - Backend Design - Mar 1th
  - Frontend Design - Mar 5th
  - Coding - Mar 6th
  - QA/Testing - Apr 10th
  - Release Plan - Apr 16th

- **Project Resources**
  - 4 developers in the team
  - TA to help debugging

- **Risk and Issue Management Plan**
  - Learning curve of Java
  - Timeline
  - Remote optional only

- **Communication Management Plan**
  - Zoom
  - Discord
- **Used Resources:**
  - https://creately.com/diagram/example/ip9qo3le/Pacman%20UML
  - https://code.google.com/archive/p/pacpounder/downloads (The last fi