

Team 18

Initial Proposal

- **The game base idea and influences**
 - Pac Man
 - Maze Runner
 - Dungeon Crawler
- **A write-up on how the game should be played**
 - Play as Enos, equipped with a pistol, dodge gunfire and avoid being killed by chasing enemies at the start, try to collect coins by killing the enemies as game progresses, unlock better weapons from the shop to kill enemies with ease. Fight your way out of the maze, collect as much coins as possible and search for the lost gem from each level to complete the collection and win the game.
- **Unique selling point**
 - Maze with combat elements
- **Features list**
 - Headquarters & Game levels
 - Level selection
 - Character selection
 - Shop
 - 4 unique game levels
 - Teleportation
 - Items
 - Inventory
 - Coins
 - Weapons
 - Gems
 - Player
 - Movement
 - Shooting
 - Collision & interaction

- Enemy
 - Movement & tracking
 - Shooting
 - Collision & interaction
- Game Menu
 - “Start” selection
 - “Instructions” selection
 - “Quit” selection
- **Task breakdown and estimation for each feature**
 - Player
 - Shooting
 - Collision with walls & enemies
 - Enemy
 - Shooting
 - Movement & tracking
 - Collision with walls & player
 - Levels
 - 4 game level & headquarters design
 - Player, enemies, coins, gems & teleportal coordinates
 - Items
 - Inventory
 - Coins
 - Weapons
 - Gems
- **Task allocation for each team member**
 - **Kenneth**
 - Enemy movement & tracking
 - Player & enemy shooting
 - **Zhong Da**
 - Game level designs
 - Game menu & character creation
 - **Ko Sand**
 - Headquarters level design

- Items, shop & inventory
- Game menu & character creation

- **Alif**

- Player collision
- Game menu & character creation
- Splash screen design