Screen Of Death

• Team – "2 deaths of screen Team"
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• Genre – typing game , panic .
 • Game Description – the player will have an avatar moving in the lower part of the screen ,
right and left , with blue screen errors falling on him from the top , he has to type the letters in
the errors to avoid them , if he types the full error line , it starts exploding which erases the other
errors around it .
Errors can be persistent , player have to type them 2 to 3 times .
Errors have to be deleted line by line
• Technical Features –
keyboard events
data structure for the error objects
Controllable hero object
Drops from errors objects
sounds object — *?*
Colliding event when error object meet hero
Points object and UI
• Artistic Assets –

- error sounds   https://www.freesound.org/people/fins/sounds/171497/
- Music   https://www.youtube.com/watch?v=AOeY-nDp7hI
- sprite hero   3 frames, height 2, width 5
- animation for explosion.   4 frames, height 3, width 3
- Errors object   around 20 sprite files, mostly one line of text

Implementation Plan –

We are going to implement a big error object made of chars objects list.

When key is pressed and released all the chars in the nearest line of error the hero would
disappear.
We have hero objects
Music : "Alan Walker - Spectre"
Sound : "Error"
• Distribution of Work –   *Joint*
Set up a github - Joined task
Drops from errors objects - Linh and Abdelaziz
Animation for explosion -Linh
Data structure –Linh
Keyboard events + scoring -Abdelaziz
Sprite hero + animation –Abdelaziz
Sounds –Abdelaziz
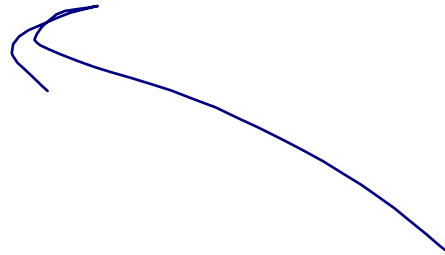Hero movement –Abdelaziz

How does hero move?

How is difficulty controlled?

UI –joined task
Music - Linh
Step event –joined task

• Schedule –
*PLAN DONE
*Alpha 10/06/2016
We should finish:
- Hero
- Error Objects and data structure
- Points
- Music
- Sounds

are these enemies?

Final (++)

Finish all the errors object sprite and other sprite

goal!

Tutorial: after the first alpha test , we are going to get the hardest points of our play testers which were unclear to them , make a simple tutorial to help them initiate their first game , it can be a static image with commentaries , all done in ASCII, or a dynamic test where we actually instantiate everything to make a demonstration for our players.

Improving UI: Still after alpha feedback we will add a few UI features to help our users get more information such as better scoring system , bonuses , alerts of big enemies ..

fixing errors alpha test players would surely find out some bugs and errors or even non sense things which we will have to fix .

where is this in schedule?

who? How gather?

What are these?
How is enemy size declared?