

PROJECT NIMBY

Background and Aim

Today, most 2D action games gives the player a selection of ships to choose from with the option to upgrade weapons as the player progress. Multiplayer games of this nature are few and games which focus on building your own ship to fight with fewer still. Adding these elements together gives Project NIMBY a unique flair which can be considered rare on today's market and should be competitive. Project NIMBY's aim is to become a never before seen game, with several unique elements.

Players will be able to:

- Create and modify ships to their liking.
- Pilot and co-pilot ships with varying sizes.
- Choose and enter which ship the player wishes to pilot before each game.
- Participate in major battles which limit will be only on how well everything is implemented.

Solution

To be able to realize this game, many different areas of programming need to be completed. Therefore the work will be divided between members of the group, to ensure that as much work is done as possible. It is likely that each member will have difficulties with their given part of the project, but this is circumvented by letting all members help each other when necessary.

Organization

Dividing of work

The project is currently divided into 11 major parts, each part has been given to one person which will have the main responsibility for this part.

1. Ship Implementation, VS
2. Graphical Programming, LW
3. Database construction, VS
4. Account Server, MS
5. Match Server, AG
6. Build Logic, MS
7. Selection System, LW
8. Matchmaking System, AG
9. Game Logic, GD
10. Avatar System, MS
11. Lobby System, GD

We have also assigned a project leader for each week on a rotating schedule

- Week 1: VS
- Week 2: MS
- Week 3: GD
- Week 4: AG
- Week 5: LW
- Week 6: VS
- Week 7: LW

VS – Viktor Sjölin, LW – Lucas Wiman, MS – Mikael Stolpe, AG – Adam Grönberg, GD – Gustav Dahl

Deadlines

Each week we will have a release deadline for the git repository. This is set to Friday 12:00, after this no new additions can be made to that week's release and anything added post-release will be part of the next week's release. Final release date is as of yet not specified.