

PROJECT NIMBY

Background and Aim

The gaming industry have been going through a revolution the past ten years. The climate has been going from a reality where most of the games published were created by big corporations, to a new climate where the indie game makers are becoming a bigger part of the community. A few reasons for this could be that the interest in games is bigger in the generations who grew up with games than those before them. Furthermore, the interest in programming has increased and it has become easier to release and publish software to the public.

Project NIMBY is supposed to be an action spaceship game, however there is already a few similar games on the market. But there is a few aspects that will separate Project NIMBY from them, including the selection of the spaceships. Most 2D action spaceship 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. The aim with Project NIMBY is to make an amusing game with several unique elements which will make it stand out compared to other games within it the same area.

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 and participate in major battles

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

Plan of action

The project is currently divided into 11 major parts, each part has been given to one person which will have the main responsibility for that part. These parts are, ship implementation (VS), graphical programming (LW), database construction (VS), account server (MS), match server (AG), build logic (MS), selection system (LW), matchmaking system (AG), game logic (GD), avatar system (MS) and lobby system (GD).

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

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.