Project Plan

The Four Seasons

Summary: We intend to design a computer game in which a character travels and dodges obstacles. In order to keep the game challenging we shall vary the frequency with which the obstacles appear and their positions as well. Another challenging factor shall be the speed of the game, which increases as the player successfully overcomes the obstacles, and decreases as he collides with an obstacle.

Operational Plan

Project Details:

Date: 18th October, 2020.

Team Members:

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Project Execution Details:

The game window will initially display a list of game paradigms and rules. The player will be able to choose a particular character from different options. The player will begin his/her journey with full health and zero resources. As he travels further, random objects and threats may appear which may act as a hindrance towards the character's journey. If he crashes into an object, the player will lose some health points and the game must end if the player loses all his health.

As the game progresses, the distance that the player has travelled will be increasing and the resources that the character collected will be constantly altered

during the journey. After a particular distance, the number of threats, frequency of the obstacles, and the speed of the motion may increase.

At first only one course may be available to play. As the character reaches a distance milestone, a new course/level may be unlocked for the player which may be more complex than the last level. We plan to have a total of four courses. As we design the game, we can introduce additional features in accordance with the game paradigms.

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