CLIENT STORY

The client would like a game with a fully destructible environment, an unlimited capacity for dedicated servers, photorealistic graphics, hyper-realistic physics, the ability to run on an iPad 2, a competitive atmosphere, guns, Michael Bay explosions, the ability to ride in Transformers, perfectly balanced guns and melee weapons, an open world, free downloadable content, regular updates, simulation-style driving, and dinosaurs, proficiency in sports (it must be better than Madden). It must be an action-packed life simulator capable of satisfying the emotional needs of the clients.

BACKLOG

Character is a dinosaur

Character has in its hands an SMG and a Katana

Character constantly runs across an eternal ground, jumping (based on the pressing of the space bar) over spikes that randomly appear.

The background of the game is a slideshow of Keanu Reeves

As the dinosaur runs, the platforms crumble and fall behind him (more for aesthetic purposes)

If the character touches a spike, it explodes and the player loses.

MODIFICATIONS

The game will not have photorealistic graphics or an unlimited capacity for dedicated servers, and most likely will not run on an iPad 2—unless the iPad 2 magically has the required specs, libraries, and such. The dinosaur will have the ability to ride in transformers if there is sufficient time for such a task. There will be no extra DLC. There will only be simulation-style driving if there is sufficient time and the transformers feature is already added. It will have no ability when it comes to competitive sports. Whether or not the game will satisfy the emotional needs of the client is not verifiable until we receive feedback after completing the project.

SPRINT TASKS

Create and set up screen class through PyGame

Obtain images of Keanu Reeves

Set up screen class background so that it alternates between images of Keanu Reeves

Create dinosaur images to be used for ‘animation’

Create ground images to be used for ‘animation’

Create player class

Create player method that switches between images of dinosaur for animation purposes

Create user input class

Create user input method that stores current user input (namely the state of the space bar) into a variable

Create player method that makes character jump if space bar variable is True

Create ground class

Create ground crumble method that causes ground blocks to crumble and fall if they are too far to the left

Create ground spike generator method to randomly generate spikes to be jumped by the character