

CoderzWitAttitudes (Fiona Cai, Kayli Matsuyoshi, Ben Platt)
APCS2 pd1
Final Project Proposal
2018-05-29

Proposal

For our final project, we decided to make an Island Survival Game. The goal of the game is to stay alive in an island setting as long as possible, where many things challenge one's survival. The game will ask the user to do different things, such as forage for sources of food, water, shelter, and other resources. The program will keep track of time, and many other factors will determine the player's survival, such as natural disasters, predators, and onset of health problems. Some GUI/processing will be implemented.

Functions

- Player generates with appropriate stats, according to user input of age, height, and weight.
- The player appears on a random location on the shore of the island. The island is generated, and a map of it is included for movement of the player.
- Player must search for food, water, and shelter, for they cannot survive long without them. Resources are difficult to find, but knowledge of where resources are located aids the player.
- Player is constantly at risk for malnourishment, natural disasters, and predators. Events can occur at intervals of time during the game.
- Time is recorded by the program and the success of the player is determined by the amount of time they survived.