a) Title
- **Wipeout Limited Game App**

b) Team Members
- **Veda Jammula**
- **Ben Courlang**

c) Description paragraph
- **Our game idea comes from a pummel party minigame, Spooky Spikes. Our game will have one player using up and down keys, and 4-5 AI driven players. The goal of the player is to jump or duck depending on how high or low the log coming towards them is. If the player does not duck or jump fast enough, the log will hit them and they will get pushed back until they eventually fall off the ledge (maybe 2 to 3 hits). The game will end when all players are pushed off the edge or a timer of 1 minute. As the time goes on, the logs will be coming at the players faster and faster to make it harder for the players to jump or duck.**

d) Language choice (including any known libraries or frameworks to be used)
- **C# and Unity**

e) List of 2 to 4 functional elements per team member (ex. Login screen, Game piece graphics, etc.)
- **Moving Logs**
- **Jump or duck movement for user**
- **Graphics (logs, players, ledge)**
- **AI players**
- **Title Screen (how to play, start)**
- **Winner's Screen(list of winners, end game)**

SEQUENCE DIAGRAM & UPDATED UML DIAGRAM BELOW

Sequence Diagram

Veda Jammula & Ben Courlang

Lifelines: **Adventurer** | **Creature** | **Room** | **System.out**

- Place players
- Adventurer moves
- Respawn players
- Adventurer Fights
- Probabilities of fights
- Creature Fights
- Creature Dies
- Remove Creature
- Adventurer Dies
- Remove Adventurer
- Complete log file

Class Diagram

Extra
- dice
- treasure
- deadAdv
- deadCre
- sameRoom

- sameRoom()
- isDeadAd()
- isDeadCre()
- rollDie()
- totalTreasure()

Game Board
- create Board
- update Adventurer
- update Creature

- setBoard()
- updateAdv()
- updateCre()

Brawler
- +2 on Attack

- fight()

Sneaker
- avoid encounter

- avoid()

Creature
- location
- health
- fight
- name

- getcurrentLocation()
- attack()
- creatureHealth()
- getName()
- changeHealth()
- move()

Seekers
- move next to adventurer
- no adventurer

- moveAdjacent()
- stayPut()

Adventurer
- health
- location
- Custom name

- setLocation()
- getLocation()
- fight()
- findTreasure()RunnerTurnTwo()
- changeHealth()
- move()
- getName()

Runner
- move again

- takeAnotherTurn()

Blinker
- move randomly

- teleportBlink()

Orbiters
- move Clockwise
- move CounterClockwise

- move()

Thief
- +1 to Treasure
- +1 to Attack

- plusOneTreasure()
- plusOneAttack()

Sword
- score

- increaseBonus

Treasure
- damage
- health

- addScore()
- decreaseScore()

Trap
- score

- damage()

Portal
- change spots

- teleport()

Search
- increase score
- spossible skip

- carefuk()
- quick()
- careless()

Combat
- increase dice roll
- avoid combat

- stealth()
- untrained()
- trained()
- expert()

Gem
- score

- increaseBonus

Potion
- score

- damge()

Armor
- score

- decreaseBonus()

Armor
- score

- decreaseCreatureScore(0