

CS 242 Final Project Proposal

Splatter Game Nick Galloway, Solaman Huq

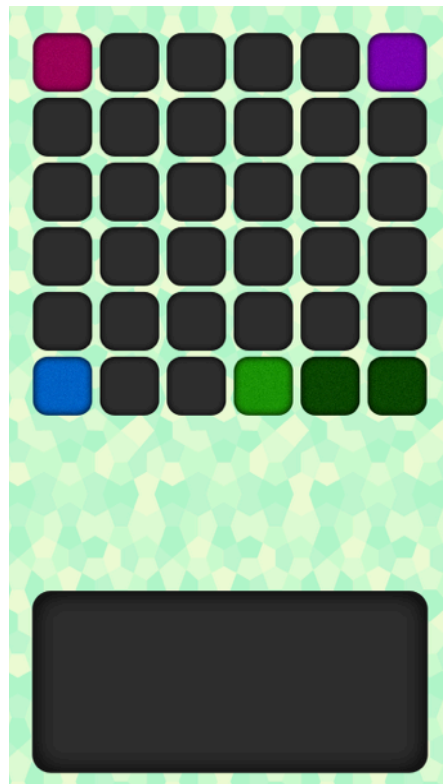
Abstract

Project Purpose

The purpose of this project is a game that uses a bit of strategy and a lot of luck. It solves a national pandemic of people bored while they have a cell phone or a computer that they could be playing this game on.

Background/Motivation

I have a strong passion for the field of web development and a strong passion for the field of game development but have never been able to make a game in a web environment, so I wish to try this for this project. I have designed the game before but never implemented it so I am excited to do this!



Technical Specifications

Platform

Web Browser (Mobile targeted)

Programming Languages

Javascript (with the Phaser library)

IDE

Coda or Webstorm

Tools/Interfaces

Safari/Chrome/Firefox Web Development Tools

Target Audience

Anyone of any age who loves playing simple mobile games

Functional Specifications

Features

- Game is single player with 3 AIs
- User can start a new game or continue their last game
- User can view their highest percentage and longest win streak
- Game will consist of a square board of 36 spaces
- User will move left, right, up, or down with a d-pad like button or swipe motion
- All players move as fast as they can for a set time limit
- As players move, they color the square they move off of with their color
- The goal of the game is to cover the most spaces of the board with their color as possible
- The board also has power up spaces, as players hit power up spaces, certain events will happen such as a shot of their color being shot across the board or stealing all of another player's colors
- After winning a game, a player will earn a persisting power-up that will be automatically used the next game anytime between the second half of the game.

Scope of project

- This project has very little limitations and should be very doable.

Timeline

Week 1

- Do tutorials on creating web games with the Phaser framework
- Implement classes and objects with all basic functionality of the game (without persisting power-ups or high scores or menus)

Week 2

- Basic static game GUI
- Implement persisting power-ups and high scores without GUI

Week 3

- Implement full game GUI (everything except menus)

Week 4

- Implement classes and objects for the menus and screens
- Implement menu GUIs (main menu & high scores screen & persisting power-ups screen)

Future Enhancements

Eventually I want to make it native on devices instead in the web. Making the game work with multiple players as well as over a network is an eventual goal as well.