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Term Project Proposal

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Description

Ever played the game risk? My project is a python version of that game. In this game, I will bring the world of “Avatar: The Last Airbender” into the game. So basically, it is the Avatar-themed risk. There will be a start menu at the start of the game. The start menu has a white background, the title of the game, a floating animation of Avatar Aang on the left hand side, and four buttons on the right side: “Single Player Mode”, “Multi Player Mode”, “Tutorial”, and “Options”.

Single Player Mode: In this game mode, the user will first choose his/her symbol from “Air”, “Water”, “Fire”, “Earth”, “White Lotus”, enter his/her name, and then select 1-4 additional opponents. Then the player will enter the official game by clicking the go button at the right corner.

Multi Player Mode: In this game mode, the users can go up to 5 players and play against each other on the same board. The interphase of selecting symbols is exactly the same with single player’s mode, except for that it allows users to input all of their names.

Tutorial: This is a quick tutorial that directly enters the game stage and simply teaches the user how to attack and relocate troops while explaining the simple Risk game rules.

Options: In options, player will be able to choose different soundtrack to play throughout the game.

Game stage:

In the main game stage, there is a map of the Avatar world loaded in the background. Then, there are buttons above each state to represent the state. In each turn, the user will be able to locate troops to these buttons clicking in the circle. The player will also be able to attack other player/AI’s states. The process of attack is automated by simulating rolling-die action (there won’t be an animation for dies rolling, but will show result of the dice).

After Game:

If one player, the game will enter the ending stage, with the option to restart a new game.

Module: Pygame