

Proposal Composition: Catlaga

1. Discuss Your Project Idea and Vision. What purpose does your project serve? What will it be used to accomplish? Is it driven by personal interest, or do you believe it is an attractive and feasible task?

Our team plans to develop a galaga-look alike game, the premise will be based on the main character(cat) that must traverse a city of mice, pickles, and shrimp along with other enemies and obstacles to make it back home. It will have the classic touch of retro gaming that will be refreshing and fun for a broad range of users. The game will be based on C# code using the IDE visual studios/unity. As a group we believed that coding an engaging and fun game is an attractive and feasible task due to the passion and appreciation that people of all ages have for retro games around the world.

2. Discuss Your Plan to Deliver the Product on Time. You will be required to present the outcomes of your project effectively.

Week 1 is all about setting up the foundation. We'll start by setting up our development environment and getting the team familiar with the tools we'll be using, such as Unity and C#. Week 2 focuses on building the core gameplay mechanics. This involves programming the basic player movements and interactions, like navigating using keyboard keys and shooting with mouse clicks, making sure the interactions are smooth and responsive. In Week 3, we'll enhance the game by adding additional features. This includes health bars, hit effects, and death animations. We'll also start designing the different game stages and adding power-ups that the player can collect throughout the game. Week 4 we will be adding boss battles and more complex game mechanics. We'll be getting creative, coming up with fun challenges and a tough final boss that will require players to think quickly and react fast. Week 5 is dedicated to testing and debugging. We'll test the entire game and fix any bugs based on the feedback we gather. We'll also be preparing our final presentation, focusing on creating a compelling showcase that highlights the game's features and the hard work our team has put into the project. By following this structured plan, our goal is to keep the development process smooth and make sure that we stay on track to deliver an engaging game by our deadline.

3. Discuss the Technologies You Will Use. Describe the programming language, platform, and tools you will use to develop your product. Defend your choices and explain how they will contribute to the successful completion of the project.

We went with Unity because it's great for both 2D and 3D game development. It really makes things easier like handling game physics and crafting cool graphics, plus it lets us launch our game on pretty much any platform out there, which means more people can play it. For coding, we're sticking with C# because it meshes well with Unity, keeps our code clean, and makes dealing with complex stuff a lot simpler. Visual Studio Code is our pick for an editor because it's straightforward but packed with all the essentials like debugging. We're using GitHub for version control because it keeps all our code organized and makes collaborating easy without worrying about overwriting someone else's work. It's great for tracking changes and makes undoing mistakes stress free. For all our chats and updates, Discord is the way to go. It lets us sort things out with a quick voice chat if needed. We manage our tasks with Jira, which helps keep everyone in the loop on what needs to be done and tracks our progress clearly. Lastly, we're using Google Docs, Slides, and Drive for all our document needs. Everyone can work on the same files at the same time, which keeps us all on the same page and makes managing our files so easy. These tools provide everything we need to take our game from an idea to something people can actually enjoy.