

## Plan/Description of Game

The game will consist of a player trying to gather rewards and power ups while simultaneously avoiding enemies. The primary objective is to gather all the rewards and escape. If the player interacts with an enemy, they lose points, and if their score reaches 0, game over. The game keeps track of current score, as well as the time spent on a level. When the player beats a level, a multiplier is added to the score depending on how fast the user was able to beat the stage. After a stage is completed the user is prompted with the option to continue or to exit. If the user continues, the stakes get much higher. Enemies become more common and much more fierce, resulting in faster enemies and bigger punishments for being hit (Points lost). If the user unfortunately loses, they are greeted with a defeat screen showing their final score and given the option to either play again or exit. Powerups can be found to help the player, such as a speed potion. This encompasses the basic idea of the game, and is our baseline for what we must achieve with this game. If development goes well and we have time to implement more, there are a couple ideas we want to look at and potentially implement into our game.

## Extra Content

If time permits, we would like to expand on enemy types, power ups and magic walls. Introducing new enemy types will force the user to adopt different playstyles and tackle levels in a different manner depending on the enemies they are facing. Whether this be enemies with extreme strength, threatening to potentially one shot you, or enemies that are able to teleport to random random positions, or go invisible, leaving the user to guess how close they are to danger. Another aspect we would improve on would be powerups, adding the ability to temporarily pass through barricades, boost points gained for a short duration, or become completely untargetable, letting the user pass through enemies unscathed. Magic walls are the last bonus thing we discussed. Users would approach the wall and be prompted with a choice of three numbers. If the player guesses the right number, the wall disappears, giving access to whatever was hidden behind it.

## Workflow

The biggest choice we face is dividing up the workflow. We discussed our strengths and weaknesses and all of us have backend experience with implementing the knowledge, but very little to no experience with graphical user interfaces. It seems to be splitting up the workflow into front end and back end, and helping each other out when need be. We will meet up after class on Tuesdays and Fridays for a quick scrum to cover what we have done, what we plan to do next, and discuss any issues we've run into or changes we want made to the game.