# ZMine Project Plan

# Submitted to: School Loop

# Project Manager: Bryan Wu

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Project Overview

Purpose: Create game inspired by Spelunky, a 2D bird’s eyeview rogue-like.

Nature: Fun

Project Team

Austin Cheng – World Class: generates game map and assigns global game time

Bryan Wu – Character and Tile Class: the abstract character class holds parameters and methods for the affecting of hitpoints and movement.

Connor Jeng – Player and Enemy Class: The Enemy and Player Classes extend the abstract Character class to inherit its methods and implement its own definitions to the takeDamage() method.

Challenges

I foresee potential problems with creating a 2D game world single using a 2D array because some sprites will have to be overlapping or layered on top of the other. We will need to figure out a way to overlap the sprites.

# Major Tasks and Schedule {Create a task plan that describes what needs to be done to accomplish your objective. Establish a timeline keeping in mind that you must design, develop and test before the final week of deployment. During that week, you will be giving your promotional presentation on the software.}

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| Task | When | Responsible |
| Create traversable world with controllable Player and working game physics | 5/2 | Austin, Bryan and Connor |
| Implement fighting capabilities and destructible terrain | 5/6 | Bryan |
| Create countdown timer and collectibles | 5/6 | Austin |
| Create second player and adjust camera views | 5/6 | Connor |