Iterative Enhancement Plan (IEP)

Binding of Garrett

A = Garrett, A = Yueyang, A = Austin

1. The room appears - Garrett
2. Garrett appears- Garrett
3. The program moves Garrett with input of WASD keys: - Yueyang and Garrett
   1. The program puts Garrett’s orientation as the way he is looking - Garrett
   2. The program will not allow Garrett to keep moving in the same direction if he hits a wall - Garrett
4. The program makes Garrett shoot projectiles when the space bar is pressed - Garrett
   1. The program makes Garrett shoot with the arrow keys, in the direction of the arrow pressed - Austin
5. The program spawns enemies at random locations throughout the room – Yueyang
   1. Spawns a random amount of enemies
   2. Enemies will not spawn on top of Garrett
   3. Enemies harder as game goes on
   4. Enemies will move in random directions in the room - Yueyang
6. The program gives stats
   1. Enemies have stats
   2. Garrett can kill enemies if enough projectiles hit enemies
   3. If enemies hit Garrett, Garrett loses health
7. Items spawn at random throughout the room
   1. Items has a chance to spawn in the room
   2. If Garrett walks over an item, the items effects are added to Garrett
8. If Garrett walks through door, the program creates a new room and places Garrett in the opposite of where he exited last room
   1. New enemies are created
   2. New items are placed
   3. The room data for previous rooms is stored and they can be re-entered later
   4. Door logic makes it so only the doors that actually exist can be walked through
9. Give enemies multiple sprites -Yueyang
10. Add in a specific room for the boss
    1. Add in a room before the boss that lets the player no they can enter a boss fight
    2. Add in a place holder room for the boss room so that the player can’t accidentally take a secret tunnel into the boss room
    3. The boss room switches pictures after the boss is defeated
11. Add in a boss
    1. The boss attacks
    2. The boss has multiple attacks
    3. The boss stays dead after defeating it
    4. Can’t leave the room during a boss fight
12. Stats are displayed
    1. Stats properly change upon picking up items
    2. Health is displayed in hearts
    3. Stats have boundaries so that they don’t get to powerful or weak
    4. Items are balanced in stat changes
13. Enemies have a chance to drop half hearts that can be picked up for 1 health
14. Add in a start menu
    1. Play
    2. Choose character
15. Add in a pause menu
    1. Resume button
    2. Return to menu button
16. Add in a game over screen
    1. Restart button
    2. Return to menu button
17. Add in you won screen
    1. Continue button
    2. Return to menu button

Add in features

1. Add in rocks to rooms
   1. Rocks spawn randomly
   2. Rocks don’t spawn on each other
2. Add in new projectiles with characters and or items
   1. laser
3. Add in extra floors
4. Resizable screen ???????