## Project Choice (Tell us which project you're doing!)

- [ ] Flash Cards

- [ ] Trivia (Self-scoring)

- [ ] Spaceman

- [ ] Tower of Hanoi

- [ ] Simon

- [x] Other

**Bad Tendencies**

## Project Description

> A short description of your game.

My project will be a retro arcade style game, geared to toward mature players, played on a single screen with a playfield that will vary by level. The premise of the game is that you are the manager of a musical band called the **Bad Tendencies** whose members have very bad habits and bad judgement. The band members also can’t stand each other and the only time they get along is when they are on stage. The band members will be placed randomly at various points around the game playfield. The band manager’s objective is to have the band members follow the band manager to the Stage Entrance, to keep the band members separated, to collect money on the playfield and remove items that can get the band members into trouble. The band manager must also avoid the band members when they might not be in the proper frame of mind.

## Wire Frames

> Copy and paste or drag and drop your images here.

## User Stories

> Add user stories following the \_As a [type of user], I want [what the user wants], so that [what it helps accomplish]\_ format.

1. As a **player**, I want **to be able to view instructions**, so that **I know how to play the game**.
2. As a **player**, I want **to have access to a start button**, so that **I can start playing the game when I am ready**.
3. As a **player**, I want **to have access to a quit button**, so that **I can quit playing the game if I no longer wish to play**.
4. As a **player**, I want **to have access to a new game button**, so that **I can quit my current game and start a new game**.
5. As a **player**, I want **to be able to select between a one player and two player game**, so that **I can compete against other players for the best score**.
6. As a **player**, I want **to be able to pause the game**, so that **I can temporarily pause the action and restart the action when I am ready**.
7. As a **player**, I want **to be able to turn sound effects and music on and off**, so that **I can control my enjoyment of the game and adjust for my personal surroundings.**
8. As a **player**, I want **to be able to view statistics and the current state of band members**, so that **I can protect myself as the band manager and more effectively and strategically play the game**.
9. As a **player**, I want **to be able to input my name**, so that **the game refers to me by name**.
10. As a **player**, I want **to be able to control the movement and actions of the manager character on the game screen**, so that **I can play the game effectively**.
11. As a **player**, I want **to be able to see the current position of all band members and game tokens on the playfield**, so that **I can strategically play the game**.
12. As a **player**, I want **to have a path to lead the band members to the stage**, so that **I can proceed to the next level**.
13. As a **player**, I want **to be able to view my score and any other player’s score**, so that **I can compete and play the game better**.
14. As a **player**, I want **to be able to view the current level**, so that **I can judge my progress in the game**.
15. As a **player**, I want **to be able to view how many band members are already on stage**, so that **I can judge my progress in the level**.
16. As a **player**, I want **to be able to choose between versions of the game: Everyone, Teen, and Mature levels** , so that **I can play the game at an age appropriate level**.
17. As a **player**, I want **to be able to know when I have lost the game**, so that **I can start a new game or quit**.
18. As a **player**, I want **to be able to know when I have won the game**, so that **I can start a new game or quit**.
19. As a **player**, I want **the band members to have interesting behaviors based on game field components**, so that **the game is interesting, amusing, and challenging**.
20. As a **player**, I will **collect money from the playfield**, so that **I may add to my score**.
21. As a **player**, I will **approach each band member and lead them to the stage entrance**, so that **I may earn points and proceed to the next level**
22. As a **band member character,** I will **randomly traverse the playfield**, so that **I can encounter playfield elements and add difficultly for the player/band manager**.
23. As a **band member character,** I will **follow the band manager if I am in close proximity to him/her**, so that **I can be led to the stage entrance**.
24. As a **band member character,** I will **fight with other band members if I am adjacent to them**, because **band members don’t like each other and inflict damage to each other’s health**.
25. As a **band member character,** I will **grab money from the playfield if I encounter it**, so that **I keep the band manager from getting it**.
26. As a **band member character,** I will **grab alcohol or other items from the playfield that may affect my speed or judgement**, because **this will add difficulty for the band manager in his/her task of leading the band members to the stage entrance.**
27. As a **band member character,** I will **grab matches from the playfield**, so that **I might set myself, other band members, or the band manager on fire if I am under the influence.**
28. As a **band member character**, I may **grab a knife or gun from the playfield if I encounter it**, so that **if I am under the influence I may inadvertently hurt other band members or the band manager.**
29. As a **groupie or crazed fan character**, I will **chase or follow any band member I see**, so that **I may take away from the band member’s health and prevent the band manager from leading the band member to the stage.**

### MVP Goals

1. As a **player**, I want **to be able to view instructions**, so that **I know how to play the game**.
2. As a **player**, I want **to have access to a start button**, so that **I can start playing the game when I am ready**.
3. As a **player**, I want **to have access to a quit button**, so that **I can quit playing the game if I no longer wish to play**.
4. As a **player**, I want **to have access to a new game button**, so that **I can quit my current game and start a new game**.
5. As a **player**, I want **to be able to select between a one player and two player game**, so that **I can compete against other players for the best score**.
6. As a **player**, I want **to be able to view statistics and the current state of band members**, so that **I can protect myself as the band manager and more effectively and strategically play the game**.
7. As a **player**, I want **to be able to input my name**, so that **the game refers to me by name**.
8. As a **player**, I want **to be able to control the movement and actions of the manager character on the game screen**, so that **I can play the game effectively**.
9. As a **player**, I want **to be able to see the current position of all band members and game tokens on the playfield**, so that **I can strategically play the game**.
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12. As a **player**, I want **to be able to view the current level**, so that **I can judge my progress in the game**.
13. As a **player**, I want **to be able to view how many band members are already on stage**, so that **I can judge my progress in the level**.
14. As a **player**, I want **to be able to know when I have lost the game**, so that **I can start a new game or quit**.
15. As a **player**, I want **to be able to know when I have won the game**, so that **I can start a new game or quit**.
16. As a **player**, I will **approach each band member and lead them to the stage entrance**, so that **I may earn points and proceed to the next level**
17. As a **band member character,** I will **randomly traverse the playfield**, so that **I can encounter playfield elements and add difficultly for the player/band manager**.
18. As a **band member character,** I will **follow the band manager if I am in close proximity to him/her**, so that **I can be led to the stage entrance**.
19. As a **band member character,** I will **fight with other band members if I am adjacent to them**, because **band members don’t like each other and inflict damage to each other’s health**.
20. As a **band member character,** I will **grab alcohol or other items from the playfield that may affect my speed or judgement**, because **this will add difficulty for the band manager in his/her task of leading the band members to the stage entrance.**

### Stretch Goals

1. As a **player**, I want **to be able to pause the game**, so that **I can temporarily pause the action and restart the action when I am ready**.
2. As a **player**, I want **to be able to turn sound effects and music on and off**, so that **I can control my enjoyment of the game and adjust for my personal surroundings.**
3. As a **player**, I want **to be able to choose between versions of the game: Everyone, Teen, and Mature levels** , so that **I can play the game at an age appropriate level**.
4. As a **player**, I want **the band members to have interesting behaviors based on game field components**, so that **the game is interesting, amusing, and challenging**.
5. As a **player**, I will **collect money from the playfield**, so that **I may add to my score**.
6. As a **band member character,** I will **grab money from the playfield if I encounter it**, so that **I keep the band manager from getting it**.
7. As a **band member character,** I will **grab matches from the playfield**, so that **I might set myself, other band members, or the band manager on fire if I am under the influence.**
8. As a **band member character**, I may **grab a knife or gun from the playfield if I encounter it**, so that **if I am under the influence I may inadvertently hurt other band members or the band manager.**
9. As a **groupie or crazed fan character**, I will **chase or follow any band member I see**, so that **I may take away from the band member’s health and prevent the band manager from leading the band member to the stage.**