

Final Project Team Game Proposal Requirement

Team Profile

Team Name: Go Getters

Team Members:

1. Colton Morris
2. Brady Ancell
3. Matias Pena
4. Marc Kamradt

Game Name: Blaster's Great Escape

Description:

Blaster the donkey is trapped in a maze filled with carrots, traps, and gates. The player must guide Blaster to the exit by collecting enough carrots to unlock the final gate while avoiding traps and enemies. This simple yet engaging game combines basic movement, item collection, and obstacle avoidance.

Game Interaction Requirements

User Input:

- Keyboard Controls:
 - Arrow Keys (or WASD): Move Blaster up, down, left, and right.
 - Space Bar: Use special item, interact with world.

Game Goal

The objective is to help Blaster collect a specific number of carrots while navigating through the maze to reach the exit.

Victory Conditions:

- Blaster wins when he collects enough carrots and exits the maze.

Loss Conditions:

- The game will count down. Blaster may run out of time.

Challenges:

- Avoid traps such as holes and moving enemies (simple patterns).

Status Indicators:

- Carrots Collected: Displays how many carrots Blaster has collected from the required total.
- Special Items: Display special items available for use if applicable. Otherwise greyed out.
- Game Over: Displays if Blaster falls into a trap or gets caught by an enemy.

Game Over Conditions:

- Falling into a trap or failing to exit before a timer runs out.

Game Complexity

Key Features:

1. Maze Layout:
 - Predefined maze with paths, traps, and carrots.
2. Simple Enemy Movement:
 - Basic enemies move in predictable patterns to block Blaster or to approach him and fight.
3. Gates and Carrots:
 - Gates require a certain number of collected carrots to pass through.

Planned Work Schedule:

- Week 1: Basic game mechanics: Blaster's movement, carrot collection, and traps.
- Week 2: Add enemy movement and gates, refine maze design and enhance visuals.

Work Division:

We anticipate lots of pair programming due to the overlapping code and dependencies.

- Colton Morris - Overall code structure and game design.
- Brady Ancell - Implement character movement and item collection.
- Matias Pena - Level design and collisions.
- Marc Kamradt - UI implementation.
- *All* - implement different mobs and test for game functionality and bugginess.

Why Our Game is Worth Full Credit:

It challenges players with strategic movement and resource collection while providing an engaging experience with clear objectives and polished visuals. It is potentially something that could be embedded in the CS department website, or shared with students as a fun way to show school spirit and ingenuity.