Project Overview

**1.1 Team Members**

**Name Mcgill ID Team Duties**

Benson Perry 260361134 Team Leader

Brian Shaginaw 260368016 Graphics

Matt Dannenberg 260357809 Networking

**1.2 Client Information**

**In-house Game**

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**1.3 Project Overview**

Our in-house game will be a blend of turn-based strategy and side-scrolling shooter that has numerous other features, including networked multiplayer and save/load functionality. Each player will have a group of defensive watercraft (submarines and boats) that is constantly moving forward through an ocean. The ocean will have randomly generated terrain, unique for each player. Each player has a limited number of moves to make each turn - the player doles out the limited moves to his different units, which requires planning ahead to avoid obstacles. Players gain money and experience by destroying obstacles and collecting items (treasure chests, floating coins, etc). This money is then used to buy units to place in the enemy's ocean. Any player can purchase squids, floating mines, angry fish, and other obstacles to send at the other players in an attempt to harm their opponents' units. A player wins when all opposing players' units have been destroyed.

There are two resources used in the game: money and experience. Money is gained by destroying obstacles and collected from various sources on the map. Money is spent on offensive units such as fish, bombs, and torpedoes that attempt to destroy the opposing player's ships. Experience is gained by destroying offensive units. If Player 1 destroys a torpedo Player 2 has launched at his ships, Player 1 gains experience (and money). Players also gain experience passively, by simply staying alive. This experience is used on upgrades for each individual ship. This allows players to upgrade one ship over and over at the expense of having two weaker ships, or to spread the upgrades evenly, allowing for multiple partially upgraded ships.

This game will feature networked multiplayer, saving and loading of game states, and a single-player mode for playing against a computer-controlled player. It will be developed in the Python programming language using the PyGame library, a set of Python modules for game development (http://www.pygame.org).