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Final Project Proposal - A Java Game

For my final project in Software Development, I would like to attempt to develop a game using Java. Because of my relatively limited coding knowledge as well as time constraints, this would likely be a simple, two-dimensional game, but from what I've gathered online it would still be quite a bit of work. I have yet to work out all of the specifics of what I'm planning, but here is what I have so far:

1) I want to make a game that is very story heavy. Since my primary interest and area of study here at Marist is writing, I would like my game to rely heavily on it's story. I believe it would be more realistic for me to be able to program a story-driven game as opposed to a game that incorporates intense and complex gameplay mechanics.

2) I want the game to be of a decent length. Rather than being a short game to be played repeatedly, like most mobile games these days, I want my game to be more traditional. I want it to be a compact experience that lasts the player anywhere from 30 minutes to an hour to complete, rather than a gameplay loop that is only minutes or seconds long.

3) I want the game to look tight and professional. I want to develop my own sprites and artwork that I will incorporate into the game. The game will also likely use some animation and collision mechanics, which should feel comfortable and natural to the player. In other words, I don't want the game to be glitchy and poorly optimized.

These are all of the ideas I have so far, but I'm sure things will develop and change as I begin to work on the game and my possibilities and limits become more clear.

Make sure there is also complexity within the java code and it's not just a sequence of if-else statements.