FINAL PROJECT

Proposal

October 23, 2019

**Team Members**

Xuan Niu

Darsh Selarka

Jason Goldberg

Elijah Wyatt

**Team Name**

Team Blank

**Weekly Recurring Meetings**

Friday 3:30pm at Informatics building or Luddy Hall

Monday 4:00pm at Informatics building or Luddy Hall

**Milestone 1 Review Meeting**

November 12th 5 or 6:00pm (still waiting on piazza for agreed time)

**Name of your Game**

Survival Game(Will decide on a different name later)

**Executive Statement**

The game will be a 2D survival game featuring gathering and crafting elements at its core with a focus on pve and an overarching goal of defeating the final boss.

**Project Type**

2D

**Game Genre**

Survival

**Game Perspective**

Top Down

**Game Mechanics**

* Inputs are from the keyboard
* Arrow keys for movement and changing menus
* I for inventory
* Esc for menu
* Z for interact/confirm
* X for cancel
* J for stat menu
* K for skill menu

(Input keys subject to change)

**Game Description**

* Gathering system
* Crafting system
* Combat and monster drops
* Hunger/thirst/fatigue gauge
* Possible story elements if time permits

**Threshold Goals**

* Gathering System
  + Mining
  + Logging
  + Fishing
* Crafting system
  + Cooking
  + Forging
* Combat
  + Skills
* Monster Drops
* Hunger/thirst/fatigue gauge
  + Decreases over time

**Objective Goals**

* A final boss
* Chests containing rare loot
* 5 or more tiers for gathering/crafting
* 10 different maps (contains resources, monsters, loot, etc)

**Stretch Goals**

* Add a storyline
* Puzzle mechanics for certain maps
* Expand map, add towns
* Option to change keyboard layout
* Option to disable certain features for easier gameplay (e.g. item weights)
* Add shops and some form of currency
* Expand combat system

**Overall Plan**

The focus will be on completing the survival features of the game first. We will be dividing the tasks in terms of game features; for instance, one person will implement the gathering system, another will implement the crafting system, etc. After finishing the core features, we’ll then add maps to the game that contain resources for gathering and monsters for combat. Maps will be split up with each person creating a certain number of maps. Additional features of the map and mechanics will be added afterwards

**Milestone Plan**

• 100% specification for what you plan to accomplish in Milestone 1

Xuan Niu – start implementing gathering/crafting/survival features

Elijah – Add basic UI like inventory, menus, toolbars, etc

Darsh – Build the tilemap and add different types of tiles

Jason – Add basic mob features and types of mobs

• 100% specification for what you plan to accomplish in Milestone 2

Finish the combat system (stats, damage, pathfinding, etc)

Add items and recipes to the database

Continue working on the tilemaps

Add animations for important sprites

• 100% specification for what you plan to accomplish in Milestone 3

Finish whatever’s left from milestone 2

Add tilemaps/sprites

Scene transitions between tilemaps

Add bosses