

Glasbot

We would like to create a one player top down game. In this game we wanted to incorporate a post-apocalyptic environment where there are no people and the main character is a robot - with the name Glasbot. This robot used to be a gardening robot and is attempting to bring back nature and restore the planet. We would also like to include monsters in the game for the robot to fight. The stretch goal would be to include all of this as well as make more sophisticated pieces, such as an inventory and to have the functions be clean and more developed. The MVP would be to simply have a top down game with a robot moving around a world.

Our learning goals for this project are very aligned: Create a more legitimate game that is interesting to play. Camille wants to understand pygame more and also how to develop visuals. Sebastian wants to also develop skills in pygame and in visual development while creating a more complex and interesting game than last time.

Implementation will include a lot of use of pygame. It will implement some of the skills from the interactive programming from both of our projects. The world will likely be per-created saved and created on the screen as the character moves to different parts and then will update it by planting. We want to try and do some pixel art if possible, however this is an additional piece. Fights will be using collisions and sprites, movement will be with arrow keys, using pygame commands. We are not sure how to make the top down nor pre-created world therefore we will be doing tutorials. In addition to this, we will try and get more research on how to create fights as well as having inventory.

As a beginning project schedule that will surely change we have created:

Schedule:

- Week 1: Tutorials and research about specific type of game
- Week 2: Create the world and the basic character
- Week 3: Create and refine the planting and plant functionality
- Week 4: Create the other monsters and being to develop fighting
- Week 5: Refine details - visuals, fighting, carrying items and using items, sounds etc.
- Week 6: Debugging and adding small details to improve the game

For working together we are both flexible but have agreed that a mix of both is ideal for us in general. We will communicate back and forth about what we are doing and what needs to be done. We will work independently but help each other as needed, and can work in the same area. We will both be taking initiative and doing work on our own but can also definitely pair-program or ask for help if needed.

The biggest risks in this project are around becoming too invested and interested and not scaling the project well, making the idea too big for the time frame. The main problem would probably come from having too many ideas and trying to do all of them, especially when trying to balance this with other coursework and projects.

Covering more pygame in class could always be helpful for this project, as well as how to create a website and share the project with other the best way. We know that this is not difficult and we could easily do it on our own, however it would be better to hear any tips and a runthrough from the professors.