

Game Name: Blades of the High Seas

Team Name: BAM Productions

Team Members:

Ezra Davis (edavis@wpi.edu)

Brian Rubenstein (blrubenstein@wpi.edu)

Genre: A Pirate-Themed Fighter Side-Scroller

Game Description: The players will be pirates fighting their way through a ship to the sweet loot. They will have two different attacks to take down the british navy men guarding the loot. They can swing their cutlass or shoot their revolver. There will be multiple 'rooms' that get progressively harder as they fight their way to the treasure.

Deviations from original plan:

- We cut out the captain, but added shooting functionality to the corporal.
- We cut out the moving camera.
- We cut out kicking.
- We added level sprites
- We cut out some sounds and clouds.

Technical Features:

- Movement for two players
- Changing sprites for attacks and jumping. (and moving left and right)
- (basic) AI for the enemies
 - Finite State Machine
- Gravity and a Floor
- Balancing and Pacing for Combat

Artistic Assets: (My engine is set up 160x48 spaces)

- Pirates (heroes) (12x13)
 - Walk (12x13, 2/3 frames)
- British Navy (Enemies) (12x12)
 - Private (12x12 2/3 frames)
 - Corporal (12x12 2/3 frames)
- Ship ground (160x6)
- Bullet (2x1)
- Gun (16x13, 3 frames)
 - Pirates (Left and Right)
 - Corporal (Left and Right)
- Sword (16x13, 3 frames)
 - Pirates (Left and Right)
 - Private (Left and Right)

- Corporal (Left and Right)
- Dolphins (if extra time) (9x3) - Environment object
- Instructions
- Level Sprites (1 for each of 5 levels, 1 for winning)
- Sound Effects
 - Sword Swing (Ezra)
 - Shoot (Brian)
- Music (Brian, original music)

Implementation Plan:

Heroes are going to be fairly standard, and they are just going to be simple sprites that are different depending on if they are walking left, right or standing still. Hero movement will be controlled by WASD and ARROWKEYS respectively. Hero attacks will be done with QE or LRMouse respectively. The game is ended by pressing ESC. Attacks are going to be changed sprites and act differently depending on the direction that the hero is facing. Jumping is just going to be a pause then a change in the Y-direction (and X direction if they are holding down their move buttons). Enemies are going to move towards the heroes and sword swing when they are in range. Stronger enemies will shoot. All characters will have a -Y velocity that becomes 0 upon collision with the floor. Bullets allow for friendly fire, but other attacks (sword swings and kicks) will not kill allies. The camera will shift screens when both heroes are at the right edge of the screen, and all enemies are dead.

For alpha we will have movement and combat down.

For the final project, we will add in different types of enemies and a 'level' type of model, where the game gets harder as we go further.

In the final polish we will be adding little touches, like improvements to the background and sound.

Distribution of Work:

- Brian - Music
- Pair programming for the coding.
- We will divide up the sprites and sounds.

Schedule:

- Movement done by Sunday October 4th
- Animations and actions done by Sunday October 4th
- Enemies and Combat done by Thursday October 8th
- Levels done by Sunday October 11th
- Environmental Effects done by Sunday October 11th