Saheer Ahmad

Jacob Brooks

Hunter Ehle

Riley Henslee

AJ Wheatley

Team Number: 33

1 Problem Statement

There's demand for a video game that revives the premise of older games on Nintendo DS but with more modern theming and infrastructure to provide a better experience. Our product will be different from existing games because we will use Purdue as a reference and use existing professors and concepts as game concepts such as NPCs and bosses. Coming together in a retro style game to provide a student with the experience of going through Purdue as a student in the CS/DS community and encountering different professors with a fun battle twist.

2 Project Objectives

1) Create RPG that contains Purdue faculty as the level bosses to "level up" to the next year of your progression through college while completing other competitions and battles/aid from others to level up to be able to face the boss at the end of the year.

2) Put together a game that mimics the feel of an old Nintendo DS game to bring us back to childhood nostalgia

3) Make it appealing to everyone within the computer science/Purdue community going through the years of struggle and academic rigor.

4) Have players load into the game from a server and be able to continue their experience where they left off last (including progress and skills)

5) Progressing through the ranks of the classes.

6) Containing leveling abilities to change the flow of battle, different skill trees and implementing random interactions and events that impact the flow of your game.

7) A world where interaction with the NPC bosses (Purdue CS faculty) and combat ability shapes your experience.

3 Stakeholders

Users: Typical users involve gamers at Purdue and alumni from Purdue.

Project Owners / Developers: Saheer Ahmad, Jacob Brooks, Hunter Ehle, Riley Henslee, AJ Wheatley

Project Manager: Jakob Hain

4 Deliverables

Outputs:

- Polished and intriguing overworld for users to explore
- Attractive graphics and interface that are easy to understand and appealing to user
- Variety of entertaining minigames, challenges and random events for user to experience and enjoy, including boss battles
- Character leveling/progression system, unlockable abilities/skills
- Rich story design and characters

Technologies we'll use:

- File server to store user data on
- OpenGL for implementing graphics
- Java for the bulk of development and infrastructure/mechanics