

Our Plan

We plan to finish by Feb 21, 2021. Initial prototyping of the game will begin with a 10x10 board. We will implement basic functions (requirements) first (i.e., character movements), followed by non-essential ones (i.e., leaderboard).

Description of our game

General

- The game will be run on desktop platforms and implemented in Java. Architecture and libraries are currently undecided.
- Enemy character/punishment and reward spawns will be randomized
- Player will have different map sizes to choose from before starting the “round”
- Game will end if a moving enemy makes contact with the main character
- Only one character will be user-controllable
- Entities may only occupy one cell at a time

Board

- Game will take place on a 2D grid
- Board is enclosed by barriers on all sides which prevent entities from leaving the playing area
- Consumable items will disappear from the board after collected

Cell items

- Possible cell contents:
 - Animated and unanimated enemies
 - Consumable items, which may be either positive or negative
 - User-controlled character
 - Rewards
- Rewards will be put on specific cells and must be collected before being able to exit the game, with optional, special rewards appearing on the board during the game
- Enter and exit cells for spawning/leaving game

UI

- Upon loading the new game, a map will be generated, along with barriers, rewards, punishments, a user-controlled character and various animated enemies
- During play, a personal score and time elapsed will be shown
- Player may choose to pause the game
- After winning, a final score and time will be shown