UNITED STATES MILITARY ACADEMY

PROJECT PROPOSAL

CY300: PROGRAMMING FUNDAMENTALS

SECTION G2

LTC BROWNE

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MY DOCUMENTATION IDENTIFIES ALL SOURCES USED AND ASSISTANCE RECEIVED IN COMPLETING THIS ASSIGNMENT.

ZB BS I DID NOT USE ANY SOURCES OR ASSISTANCE REQUIRING DOCUMENTATION IN COMPLETING THIS ASSIGNMENT.

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Project Proposal

Summary of idea: Top down dungeon style game where the player manipulates a cadet through successive floors of Davis Barracks as they try to get their laptop back before the travel lockdown. Players must avoid TACs, CGR, coronavirus, and defeat a final boss before they win. The main character is manipulated with the arrow keys.

Main features: The game will have multiple levels. The player starts off on the first floor of Davis Barracks; however, with every increasing floor comes increasing game difficulty. Since there are six floors of Davis Barracks, we expect the game to ultimately have six levels. There is a high score leaderboard native to the machine, tracking both time and total score. Actors include the Cadet, TAC officers and NCOs, a boss, and coronavirus-infected transient rooms that make exclusion zones. Each enemy requires a different action to defeat (i.e. hand washing, fighting, or negotiating). Players increase their score by defeating enemies, getting through levels quickly, and avoiding damage. “Dying” implies getting quarantined, which resets the player to the bottom of the barracks.

Packages needed: Pygame Zero