Ian Lukens, Robert Smieja

imgd 3000, Project 3

Plan

* Game Name - a catchy, descriptive name for your game.

Misadventures of Michigan Frank

* Team - the names and email addresses of both team members, including a team name.

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The game is Pac-Man meets a shooter. The player has a hero character inside a maze that can move around according to the arrow keys pressed. There are monster creatures that will try to move and kill the character by colliding with him. The hero must dodge these creatures or shoot them to kill them, gaining points by doing so. Various power ups will be scattered throughout the maze, and there will be different levels upon reaching the level up squares.

Technical features include:

1. a hero that responds to key input and collisions
2. a few monster objects with simple AI for moving towards the hero
3. pick-up items that buff the hero in various ways
4. maze setups that are navigable but also hinder the hero’s tactical movements
5. a level-manager that reads in level files and allows for building custom levels

Artistic assets

1. Hero sprite
2. Three monster sprites
3. Maze character
4. Four ‘item’ sprites
5. ‘Exit’ level sprite
6. Title screen sprite

Distribution of work

Robert created the level manager and the level transition code. He also created the ghost, ghost sprite, exit code, exit sprite, the points pickup, and implemented the movement AI in monster 1. He created the video as well.

Ian created the hero code and sprite, monster 2 code and sprite, the monster 1 sprite, the menu screen, and the pickups interface plus the rapid fire and health pickups. He also added the points view events.