**Team Members:** Mohamed Lhamidi, Amir Ghadimi

**Project Name:** Space and Time

**Project Description:**

We will have a main character(scientist) whose goal is to save the world. The earth of his time is dying. Our main character is recruited to go into space to look for a solution in case the Earth becomes unsavable. Our game will have many levels with a story behind it. The main character will meet many space-related challenges through the levels, but he has a time limit…! We will have many side characters and things that can cause death to our main character. The objects to create the environment will be things like rocks gas and weird environments that we would expect in other planets.

**Plan:**

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| Week 1 | Planning & Prototyping Ex:   * Define core mechanic * Chose the characters |
| Week 2 | Basic Level & Character Implementation Ex:   * Code basic movement * Define basic physics (Collision etc..) |
| Week 3 | Environment & Level Design Ex:   * Implement space environment * Design level and storytelling |
| Week 4 | Side Characters & Story Telling Ex:   * Implement at least 3 good levels with good environments * Design and implement side characters |
| Week 5 | Enemy & Death Mechanics Ex:   * Implement enemies and death mechanic * Implement checkpoints |
| Week 6 | Sound, Music & UI Ex:   * Implement sound effects, background effects etc. * Set up basic objectives |
| Week 7 | Testing and Debugging Ex:   * Make sure our game works |
| Week 8 | Polishing   * Make sure everything works |

GitHub: <https://github.com/it-moh22/SpaceTime.git>