Chibueze Alfred-Igbokwe
Hadleigh Nunes
Jordan Crawford-O'Banner

<p style="text-align:center">Project Proposal</p>

Big Idea

We will create a game in the vein of visual novels and point and click adventure games where the user is taken through a story while being able to interact with the world in order to gain greater understanding and information. We will be exploring the use of art, music and games in our project. Our minimum viable product would be to make a full story with a beginning, climax and conclusion that has text displays and sprites. Our stretch goals would include adding animations and walking sprites.

Learning Goals

Cusai: Learn how to apply an external python framework in my project (reading documentation, troubleshooting, etc). Learn how to integrate programming and art in an interesting way.

Hadleigh:

I want to work on a product that really interests me, and not only learn the coding skills it will take for me to create that product, but learn how to effectively find and learn the tools that I need for any project in general, so that in the future I will have a better framework for other projects. I also want to create a visually appealing product, and use digital art and well polished code to produce a polished end result.

Jordan: I would like to learn the limits of pygames abilities for visual representation and how to make objects interactive while still being aesthetically pleasing.

Implementation Plan
- Come up with a compelling story for our setting
- Map out the scope of the game, define what settings we will need etc., define a Minimum Viable Product and an area that we could expand into for a stretch goal.
- Use renpy and pygame
- Create sprites, backgrounds and UI

Project Schedule
- Week 1:
  - Decide on overall plot
  - Explore useful libraries
  - Discuss meeting plan

- ○ Week 2:
  - ■ Begin creating sprites
  - ■ Create base example scene
- ○ Week 3:
  - ■ Finalize story
  - ■ Finish Sprites
  - ■ Attempt to create a point and click adventure scene
- ○ Week 4:
  - ■ Finish All Art
  - ■ Make final scenes and minigames
- ○ Week 5:
  - ■ Make sure designs and visuals are easy to read and navigate
  - ■ Test for bugs
- ○ Week 6: Final product ready, time left over for small fixes and adjustments

Collaboration Plan

We plan to split up the work and then integrate the code later. We will do check ins with each other every week to make sure that our codes can work together and we are accomplishing what we planned.

Risks

- Being too ambitious with the story and/or visual effects so that we run out of time to actually get it working.
- Hardcoding in too many aspects, so that we have to almost re-write the whole script if we needed to change anything.

Additional Topics

Additional helpful topics would be a more in depth look into pygame.