



Senior Project: Iteration 1

Three Black Devs

Kaila Billie, Jordyn Smith, and Corithian Williams

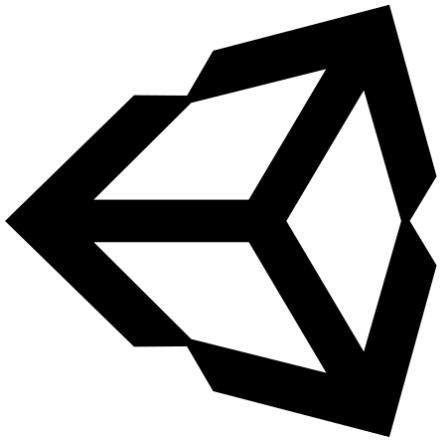


Project

2-D Vertical scrolling shooter following Candice, an A&T Computer science student who battles typical college “enemies” such as professors, faculty, distracting students, deadlines, etc...



Tech Used



unity



Implemented User Stories

1. Play game - As a player I want to play a vertical scrolling shooter game about navigating the computer science major at A&T
 - a. Launch the game
 - b. Start a new game from the main menu screen
 - c. Be entertained
2. Move character - As a player I want to press the arrow keys so that my player will move
 - a. The up, down, left, or right arrow keys on the keyboard must be pressed
 - b. Character must move based on keypress
3. Attack enemies - As a player I want to press the spacebar so that my player will attack its enemies
 - a. Press the spacebar
 - b. Projectile spawns and shoots from character/weapon
 - c. If the projectile collides with an enemy, it loses health points or disappears if health points is 0



Implemented User Stories (cont...)

1. Load mods - As a modifier I want to load mods into Unity because I have created custom content that I want to play (limited)
 - a. Choose mod loader from main menu
 - b. .mod file should be located and selected in user's File Explorer (Finder for Mac users)
 - c. Mods should be unpackaged
 - d. Custom content will be available for spawning in to the game
2. Health depletion - As a player, I want my health to decrease upon enemy attacks to make the game for competitive
 - a. Enemies shoot at the player
 - b. If the character is struck it's health is depleted or player dies when health points is 0



Implemented User Stories (cont...)

1. Modify the game - As a modifier I want to create my own assets to replace the games default assets and customize the game to my own needs (limited)
 - a. A list of modifiable options for specific objects must be provided (Character's speed, sprites, etc.)
 - b. Change values as desired
 - c. Save changes
 - d. The actions I set are carried out by the entities to which they are assigned within the game

Demo