

Functionality Schedule

Note: A common characteristic we plan to have throughout each of our demos is the launch of our level board, as well as a small preview our level map. A level map is the layout image of the proposed level. There is no movement allowed on the map and is solely for preview purposes. A level board uses the image of the level map but allows the player to move throughout the screen and has all characteristics mentioned below. In addition, the "X" symbol indicates that the proposed functionality was completed.

Demo 0:

- [X] Display a small opening cutscene with thunderstorm sounds. **(Completed on 10/2/2018).**
 - We need to display the opening cutscene (i.e. the airplane GIF) and play the thunderstorm sounds for about five seconds.
- [X] Once the title screen is displayed, the user must press the "ENTER" key in order to move onto the next display screen. **(Completed on 10/2/2018).**
 - This will essentially check if our KeyListener interface is working properly.
 - No other key pressed should change the title screen (i.e. only the "ENTER" key should work).
- [X] Display the "ENTER YOUR NAME" screen after the "ENTER" key is pressed. **(Completed on 10/2/2018).**
 - Display the "ENTER YOUR NAME" screen in order to show that we can move from one display screen to the user input screen.

Demo 1:

- [X] Fix the layout of the title screen. **(Completed on 10/16/2018).**
 - In demo 0, the title screen didn't fit the way we intended it to since part of the bottom directions were cut off.
- [X] Allow player to enter their name. **(Completed on 10/16/2018).**
 - In demo 0, a screen asked the player to enter their name, but no other prompt was given since the user could not actually enter their name.
 - This function will promote a personalized gaming experience since the players' entered username will be displayed throughout the game.
- [X] Expand the opening cutscene. **(Completed on 10/16/2018).**
 - In demo 0, after the title screen, the player is shown a GIF of a storm with no story as to what is going on. In demo 1, the story will be explained to the player, which will allow him or her to better understand how they managed to wake up in an isolated island.
- [X] Show the first map of the game. **(Completed on 10/16/2018).**
 - Here, the player will be shown the level 1 map, which will allow him or her to construct an idea of what the future levels will look like.
- [X] Simple movement. **(Completed on 10/16/2018).**

- In addition to being shown the first map of level 1, the player will be allowed to move in all 4 directions (up, down, left, right). This concept will be kept throughout the game in order to keep the user controls simple.
- [X] Represent the character as a simple item/object. **(Completed on 10/16/2018).**
 - In demo 1, we will only use a simple object or shape, such as a circle, to maneuver the player through the level.
- [X] Update/Create classes. **(Completed on 10/16/2018).**
 - It is important to update current classes and create new ones in order to make the game run more efficient and accurate.

Demo 2:

- [X] Choosing a character. **(Completed on 10/29/2018).**
 - Here, the player will be allowed to choose their character, which should add another level of personalization to the game.
- [X] Completion of level 1. **(Completed on 10/30/2018).**
 - In demo 1, the player is shown the level 1 map and allowed to move about it. In demo 2, the level 1 map and board will be completed and the player will have the experience of one full level in the game.
- [X] Objective 1. **(Completed on 10/28/2018).**
 - Along with the movements learned in demo 1, the player will also learn how to pick up objects around the level 1 board. This will be part of the overall task to complete level 1. In addition, this will add a level of difficulty as the levels progress.
 - The player will be tasked to collect a certain amount of rocks, which will be used later in the game to create an SOS sign.
- [X] Show map 2. **(Completed on 10/30/2018).**
 - Upon completion of level 1 by the player, they will be shown the map to level 2. *Note: No movement will be allowed here, as the player will just be shown the map for a small time frame.*
- [X] Add background music and sound effects. **(Completed on 10/30/2018).**
 - The game should have some sort of background music and should also play sound effects if the character hurts him or her self.
- [X] Check that our KeyListener works correctly. **(Completed on 10/26/2018).**
 - Make sure that the KeyListener only responds to the allowed character key.
 - For example, the game should ignore at all times if the 'TAB' keyboard key was pressed.

Demo 3:

- [X] Completion of level 2. **(Completed on 11/12/2018).**
 - In demo 2, the player is shown the map for level 2. In demo 3, the player will have full functionality in the level 2 board.

- [X] Installment of deathly and dynamic objects. **(Completed on 11/13/2018).**
 - The player will come in contact with dynamic objects that could potentially kill them and force them to start the level over. This is, in essence, adding complexity to the game as the levels progress.
- [X] Installment of poisonous foods. **(Completed on 11/12/2018).**
 - The player will encounter poisonous foods in the midst of trying to find nonpoisonous food in order to survive.
- [X] Objective 2. **(Completed on 11/13/2018).**
 - When the player ingests the poisonous food, the controls will be switched. To undo this, the player will have to find the antidote food. By doing so, they will be allowed to complete the level and move forward.
- [X] Show map 3. **(Completed on 11/12/2018).**
 - Upon completion of level 2, the player will be shown the map to level 3. *Note: No movement will be allowed here, as the player will just be shown the map for a small time frame.*
- [X] Add more sound effects. **(Completed on 11/12/2018).**
 - More sound effects will be added. For example, the character will do a "slurping" sound whenever he or she eats poisonous/antidote food.
- [X] Make certain static items appear in random locations through each replay of the game. **(Completed on 10/31/2018).**
 - For example, the same rock should appear in different locations each time the game is replayed.
- [X] Make sure that the game character cannot move outside the Java applet. **(Completed on 10/31/2018).**
 - There must be an "invisible" border that will stop the game character from going outside the Java applet. (NOTE: The game character will not be allowed to "wrap around" once he or she hits the applet's border.)

Demo 4:

- [X] Completion of level 3. **(Completed on 11/27/2018).**
 - In demo 3, the player is shown the map for level 3. In demo 4, the player will have full functionality in the level 3 board.
- [X] Objective 3. **(Completed on 11/27/2018).**
 - On level 3, the player will be tasked with finding a flare gun. By doing so they will be able to deploy it and be rescued. It is here that an "SOS" phrase will be displayed on the ground if the player has collected the correct amount of rocks on level 1. Again, this will add a level of more difficulty, which makes sense since levels should get harder as they progress. Furthermore, level 3 will have dynamic objects that "follow" the game character's movements.
- [X] Ending cutscene. **(Completed on 11/25/2018).**
 - Upon completion of level 3, an ending cutscene showing a rescue plane will be displayed and a message congratulating the player will be shown.
- [X] Create a README file. **(Completed on 11/27/2018).**

- A README file that will contain all the instructions on how to start the game and information about what software is needed will be created.
- [X] Check that the entire game can be completed in at most 20 minutes. (**Completed on 11/24/2018).**)
 - If the game cannot be completed in this time period, then it is too hard for game players.
- [X] Check that character movements are smooth and not "choppy." (**Completed on 11/24/2018).**)
 - It is important to check that the Graphics being displayed are smooth.