

Planning document

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Your planning should include at least:

- Timetable/Schedule (define some milestones)

	mon	tue	wed	thur	fri	sat	sun
v.47	Plan in (our own deadline)		We hand in our plan, start on graphics				Most Graphics done
v.48	Start with game logic						Most of the game logic done
v.49	We do bug testing			Game done, handed in			

- Description of the game

We have decided to make the game Breakout. Our theme will be that the objective is to break into a burning building, by breaking down a wall. The reason for this is because the player will be a fire fighter. An idea is to have the “result screen”/”win screen” after a win be a thank you message of the person we saved, and if you fail there will be a “game over screen” with some graphic.

- Features

- The ball should bounce when it hits a wall, the platform and the blocks
- If the ball hits the blocks they will “break”
- The ball “dies” if it hits the ground
- Dialog, for the player and the people saved
- Points will be added when the ball breaks the blocks
- The player has 3 lives, if they “die” they lose a life, when they’ve died 3 times they will get a game over screen
- If the player breaks all the blocks they will win and gets a win screen

- How do you plan to work together as a group

We will work on the project together and book times where we will sit next to each other and work on the project. Then we can decide who will do what and help each other out.

- What screens do you need
 - We need a start-screen, game-screen and a result-screen.
 - The start screen should feature the name of the game and a start button.
 - The game screen will feature the game itself.
 - The result screen will feature the result of the game and a button that will take them back to
- How do you control your game
 - With the keyboard, (arrow keys and spacebar)
- Additional features if you have time left
 - Two more levels instead of one with different backgrounds and stuff
- Storyboards



