

## **Cmpt 276 Group 5 Overall Plan**

### **Story Design**

Our game “Temple Escape” based itself on the story of our character, who is an adventurer escaping the maze of the hidden temple of Tiki Island with the lost treasure hidden in it. However, an army of the undead guards the temple and its treasure. Furthermore, every exit of the mazes are locked and can be only unlocked through finding all the keys in the maze. We added this story to bring out the narrative fun of the game and make it more interesting.

### **Game Design:**

In addition to the core features stated in the documents, we added additional features to the game that we deemed useful and exciting. Firstly, we added a difficulty option into the game which manipulates the number of keys required to unlock the exit, the amount of enemies, the time remaining and the demographic of the maze. Indispensable features such as “pausing” and “restarting” the game are also added into the game to make it more flexible and casual gaming. Furthermore, we implemented an additional countdown timer to enhance the challenge in the game. To summarize this feature, the player needs to collect all the keys and get to the exit of the maze before the timers run out.

### **Game Approach**

We approach the implementation by basing the core fundamental mechanics of the game into two main classes which are the game manager class and board class. The other game elements are built based around those two main classes to enable flexibility in adding extra game elements during the development phase and maintainability of the game structure. Extra details of the game structure are located in the UML diagram.

During our discussion, we decided to focus on those core fundamental mechanics of the game during the early stage of implementation and the additional game elements in the later period. This provides us with the underlying foundation to work on the extra features of the game.

### **Project Management**

Discord will be the main communication channel for our team’s online discussion. Our team agreed to have a group meeting at least once every week. This ensures all group members are synchronous with the current status of the development and any concerns are fully discussed and addressed. In addition to that, task scheduling is handled and facilitated by Doodle, an online scheduling tool.