CPSC Team Project Proposal

(Tutorial 6 - Team 2)

*Updated Project Proposal for Week 11 (Demo 3):*

**Updated Main Idea:**

Due to the current situation of the COVID-19 pandemic, we were asked to update our project in accordance to the feedback we have received from our *Demo 2* and to not move forward with any other additional original project requirements. Because of this, our project’s main idea remains unchanged from our *Demo 2* and our project will still perform the same functions that are from last demo*.* We have implemented the changes that were stated in the feedback from our TA in the last demo. To summarize, these main changes include, removing all duplicated code and improving logic, enhancing our code documentation with a focus on Javadoc, organization of code, and updating our ReadMe file. Other changes include the updated class diagram since we have removed a few classes, to improve the efficiency and organization of our application, by generally organizing our code and removing any duplicated code.

**Features:**

The features remain unchanged from *Demo 2* due to the updated and current course standing. As the game starts, the user is able to name their player, as well as customize their appearance. The player is able to use move commands to dash, jump, crouch, move left and move right. The game will have obstacles such as spikes, fans, and leaf traps with the possibility of more to be implemented provided due time. Along with this, the game will incorporate a dash modifier power-up which will allow the player to regain a dash after it has been used recently, additionally the game will have a double-jump in order to further increase the complexity of the game and improve the user experience. The game will have a map where the user has to pass through various traps and obstacles in order to get to new checkpoints. Along with this, we will implement a combat mechanic to the game, where the user has to fight bosses with keytime events. The game will also have background music, as well as custom sound effects to enhance the gameplay experience. We will also implement a save game mechanic which allows a user to save his progress and continue with it later on. Along with this, we will implement a multiplayer mode where two players can traverse the map together.

*Updated Project Proposal for Week 11 (Demo 2):*

**Updated Main Idea:**

The general concept of our game is relatively the same; we have a 2d platformer where the user runs through a map trying to avoid obstacles, while also combatting some AI bosses. The changes that we have implemented are in response to our TA’s suggestion. Mainly, we will now only have one map and fewer bosses to fit in with the constrained time frame we have to complete the project. However even though the quantity of maps and bosses have been lowered, we will ensure they are done to the highest level in terms of quality.

**Features:**

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*Updated Project Proposal for Week 6 (Demo 1):*

**Updated Main Idea:**

We have changed our game to a platformer where the user runs through a 2d environment in which the user is able to navigate terrain filled with obstacles. In essence this game will be similar to games such as Celeste, and Ori and the Blind Forest.

**Features :**

The user will be able to change the appearance of their character in the settings menu. The player is able to use move commands to dash, jump, crouch, move left and move right. The game will have obstacles such as spikes, fans, leaf traps, and falling icicles with the possibility of more to be implemented provided due time. Along with this the game will incorporate a dash modifier power-up which will allow the player to regain a dash after it has been used recently, additionally the game will have a double-jump in order to further increase the complexity of the game and improve the user experience. The game will be developed in a way such that there will be 4 biomes and each biome will be progressively harder than the previous in the order of (Dessert, City, Forest, and Mountain). At the end of each of these biomes the player will encounter a boss which they will have to defeat using real-time (key press) events along with dodging hazards coming from the boss. The background of the game and the environment will change based on the biome that the player is in. The game will be playable with a background soundtrack along with in game sound effects. The goal is to have a two player local multiplayer system in which two individuals can play at the same time on the same machine. The user should be able save and pick up and continue their progress at any time using save and load features. Easter Eggs included 😊.

*Original Project Proposal:*

**Main idea:**

Our project will be an adventure game in a dungeon runner style. The game will pay homage to games like Link to the Past, Undertale, and Final Fantasy.

**Features:**

Play while you listen to an amazing soundtrack and sound effects. Will have local multiplayer capabilities. The user will be able to navigate dungeon style rooms, collect items and coins, battle monsters in turn based battles **(Including boss monsters!)** and upgrade their character and items while progressing through the maps and being able to trade and sell items and use their in game currency to buy better and more upgraded items and customize their character to get your character as personalized as possible at the in game trading center. The user should be able save and pick up and continue their progress at any time using save and load features. Once the game has been beaten there will be an option to “restart” the game and continue the progress but against much harder monsters, sort of a NewGame+ feature. Easter Eggs Included 😊