

Group- 018-03

Team Name: Hex Editors

Githubs:

-Mally-O :: Jonathan Powers

-rjshenoy :: Rahul Shenoy

-ksjacob27 :: Kevin Jacob

-askeff :: Austin Skeffington

-MicMetz :: Michael Metz

-mitchsegura :: Mitch Segura

Github Link: <https://github.com/CU-CSCI-3308-Fall-2021/lab-3-git-scripting-018-03>

Meet Time: Friday 5:00pm-10:00pm, Subject to change

TA Meet Time: Monday 5:15-5:30

Final Idea- Pixelated “Super Smash” Fighting Game with Presidents: Congressional Conquest

2 directional attacks, 1 x axis attack, 1 y axis attack

Application Description:

Congressional Conquest will be a Unity based fighting game which incorporates the former US Presidents as characters. The gameplay and stages will be similar to that of Street Fighter. You will be placed on a 2-dimensional surface and your goal is to knockout the opponent.

The player will be presented with a simple menu to select one of many presidential figures. The moves of said characters will be based on historical items associated with that specific president in an effort to be at least somewhat accurate and educational. The players will then fight each other until one player is either knocked off the stage or their health points deplete to 0. This application is meant to provide entertainment for the user and on a much smaller note, an opportunity to learn about the history of US presidents.

Vision Statement: For 10+ year old gamers, gamers looking for a new type with retro effects, Congressional Conquest, is a 2D fighting game that teaches American history in a fun and interactive (inaccurate) way. Unlike Super Smash Bros, our product has new, interesting characters that tell a story.

<https://cuboulder-csci-3308.herokuapp.com/ProjectMilestones/ProjectMilestone1/index.html>

Development Method:

Jira: <https://5-guys-game-studio.atlassian.net/jira/software/projects/TL3/boards/1>

We plan on using the Scrum method.

Communication Plan: Our team plans to communicate with Discord. Communicating includes meeting times, work to do during the week, and meetings itself. Using Discord’s voice chat function, we will have meetings roughly lasting 1 hour. Meetings will cover project milestones and Discord chat will cover small updates.

Jira Link: <https://5-guys-game-studio.atlassian.net/jira/software/projects/TL3/boards/1>

Backend software:

- (1)Python Flask Rest
 - Ease of use.
 - Library support
 - Platform diversity
- **or** (2)C# .NET
- Amazon AWS GameLift
 - Unity integration
 - Development speed (Templates available)

Front End:

- Unity
- Photoshop
- ReactJS (Product page/documentation)

3 actors:

15 use cases:


Five-Guys-Game-Studio

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