# Milestone 1 - Production Documentation

Group: **Abstract**

Production Manager: **Kyle James**

Due Date: **2/16/2020**

# 1. Production Prompts

## 1.1 When and where does your group meet?

The group meets on Wednesdays at 1:00 pm in the open Golisano lab to discuss concepts for the video game.

## 1.2 How will your group communicate throughout this project?

The group communicates regularly on an organized Discord server.

## 1.3 How will your group handle task management throughout the project?

The group uses Trello to organize the production of the assignment. The group also uses a channel in Discord to organize upcoming due dates to help keep communication and task management in the same location.

## 1.4 What are the minimal specifications you need to have a working version of the game by the end of the semester?

At the very minimum, the game needs to have a functioning player, functioning enemies, levels, collectibles, score tracking, basic game states such as the menu, game, and game over states, and proper transitions within the game states.

## 1.5 Which elements of the game fall under “if we have time”? (“stretch goals”)

The stretch goals for the game include bosses, experience points, various classes for the player character, random map generation, and a shop system.

## 1.6 Based on the above, make a rough timeline/estimate of which tasks will be completed each week until the final milestone is due.

Week One [2/16/2020 - 2/22/2020]: Game states, menu system, start external tool development

Week Two [2/23/2020 - 2/29/2020]: Character movement [enemies/players], attacks, god mode

Week Three [3/1/2020 - 2/5/2020]: Collisions, start wrapping up external tools, collectibles

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Week Four [3/6/2020 - 3/14/2020]: Level drawing with an external tool (random map generation)

Week Five [3/15/2020 - 3/21/2020]: Score tracking, statistics tracking, map drawing (code)

Week Six [3/22/2020 - 3/28/2020]: Player-character classes (different skill sets), data stat storage

Week Seven [3/29/2020 - 4/4/2020]: Boss enemies, shop system, experience points

\*Note: The first three weeks are concrete due to the known deadline. Any of the following weeks are subject to change and workload may be increased or decreased per week depending on the deadlines.

# 2. Milestone 2 Tasks

## 2.1 Bulleted List for Bare Bones Game

* Create game states [menu, game, game over, pause]
* Create a finite state machine to manage game states and transitions
* Start coding external tool
* Create parent class GameObject
* Create Enemy class
* Create Player class
* Create a Collectible class
* Code Weapon parent class
* Code Weapon subclasses
* Code Walls
* Add Player controls (WASD)
* Create a Collidable interface
* Code Collisions between Player, Enemies, and Collectibles
* Code Collisions between environment objects
* Code Player attacks
* Code a God mode for testing
* Code managers (i.e. EnemyManager)
* Read in data from external file for enemies and weapons