

## **Team Proposal**

### **Group Members:**

Amos Byon, Anne Kao, Jess Lai, Jon Park, Kevin Kim

### **Weekly Meeting Time:**

Wednesdays at 6:00-8:00 PM in SAL

### **Project Proposal:**

The game will be a top-down perspective fighting game. It'll be designed so that four players can participate at a time, choosing characters with varying fighting abilities and weapons. *Threading* will be utilized so that characters will be able to play each other in real time.

The visuals will be created using *Java Swing and AWT* components. The players will be able to fight in one large arena, displayed through a map. Each player will also have their own screen, showing the game from their character's perspective. On that screen, only their immediate surroundings will be shown.

Each character will have a health meter that is depleted whenever they take damage. The last character to have health points left at the end of the game will be the "winner." Scores and HP will be maintained in real time via *threading*, so that race conditions do not occur and player statistics will be displayed accurately. Throughout the game, statistics will be maintained in terms of characters taken out and damage done, which will be displayed at the end of the game.

*Networking* will allow the characters to not only play simultaneously, but also communicate with each other via chat.