**Team 3 Project Charter**

**Team members:**

Ellison Hohmann, Rei Manning, Ryan Parris, John Slater, Danny Spear

**Project Title:** The Purdue Party Game

**Problem statement:**

Lots of people in the world need a proper outlet for fun with their friends. Video games like the one we’re making are an immersive and interactive solution. Users can explore worlds, beat fun challenges, experience narratives, and, most importantly, foster connection with each other. Moreover, party games serve as a great crossroads between all of the aforementioned characteristics. The main difference between other party games currently on the market is that ours will be Purdue-inspired: the ‘game board’ will be the campus.

**Project objectives:**

* Build a video game that consists of multiple small puzzle/party games and supports local multiplayer
* Implement controller support so players don’t need to rely solely on the keyboard
* Design memorable sprites with a wide range of animations involved
* Design gameplay akin to a party game: a main ‘game-board’ with different types of minigames and puzzles, a luck-based factor, and a competition factor
* Implement a system for saving and reloading an in-progress game
* Develop a menu system for creating new games, resuming previous games, and adjusting game settings (difficulty, types of minigames, game length, items, luck factor)
* Create an algorithm for CPUs to calculate behavior and interaction with players

**Stakeholders:**

Types of Users: A typical user would be a teenage to young-adult video game player that desires a fun local multiplayer experience

Group Members: Ellison Hohmann, Rei Manning, Ryan Parris, John Slater, Danny Spear

Project Coordinator: Dawon Jeong

Project Owners: Ellison Hohmann, Rei Manning, Ryan Parris, John Slater, Danny Spear

**Deliverables:**

* Develop a game executable with Gamemaker serving as the primary front-end and framework for the entire development process
* Use GML (Game Maker Language) for all front-end programming work, ensuring a cohesive and streamlined approach to building and enhancing the user interface and interactive elements of the application or game.
* Develop a robust back-end system -- also using Gamemaker -- with the capability to effectively store and manage the current state of users' saved games, ensuring seamless retrieval and preservation of game progress for an enhanced user experience.
* Use the Gamemaker Github plug-in in order to support version control, allowing for efficient collaboration, tracking changes, and managing the development process of our project.