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Qt Party (Mario Party):

1). Our game will be based on Mario Party. We plan on dumbing down some elements such as the minigames and the graphics obviously. There will be a board and a set number of turns. For each turn the player rolls the dice and moves x spaces. Things will happen depending on the spot the player lands. After each turn (all players go) there is a mini game that will involve two random players.

2). Our game will have a playing board that will most likely be a graph field much like the one used in the game of life assignment. We will accordingly fill in squares that are part of the board. I drew a rough sketch of the board and it seems like it will be ~153 spaces.

3). The theme is mario party, who doesnt love mario

4) Resources will be orbs, stars, and coins. Orbs give you special options. Stars determine the winner, and coins play into things such as stars and minigames

5). Players acquire coins after every turn based on where they land and in mini games. If they pass an orb they can pick it up or buy one at the orb shop. Stars are purchased on special spaces with coins.

6). In the game the player will be able to build a bridge which only they can cross. If they get back to the bridge they can upgrade it to a toll bridge in which other players can purchase crossing access.

7). Bowser fills up his energy and comes and messes with the players every so often. Bowsers appearance can result in orbs, stars, or coins lossed.

8). The game allows up to 4 players

9). The basic computer strategy will be to always try and get as many coins as possible and always buy things if they have enough coins for it.

10). At the begginning all participants have zero coins stars and orbs. At the end stars are tallied and a winner is selected.

11). I am hoping to incorporate some sort of visual graphics

Design Proposal:

For the board we plan on using a board class which includes a space class. Every space has a color which determines its coin value should you land on it. There are also special spaces like star spaces. We are thinking of using a linked list of spaces in the board that way it would be easy to traverse to the next or previous spot. The board will also have an array of Players.

The player class would have two subclasses: human and computer. Every player will have a name, coins, orbs, and stars.

Lastly we plan on having a game class which contains most of the functionality for the main gameplay. Here we would have the functions to do things such as take turns and play minigames.

We plan on creating an iterator for the board so that it goes through the spaces easily.

CheckPoint 1 Plan:

We hope by that checkpoint 1 we will have the board done and interactive. We also hope that players will be able to be added to the board and take at least a turn. This would mean that the board and player classes would be done but game would still need some work.