SWINBURNE UNIVERSITY OF TECHNOLOGY

COS30002

Distinction Project Plan

Task 20, Week 11

Matthew Coulter
S102573957

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Tutor: Tien Pham

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Name of project

Assassin

Summary of game being designed

This game will be a recreation of a pre-existing game on both iPhone and android. It is called Assassin and features many levels whereby you play as an assassin and the goal is to kill all of the guards in the level. Because of the goal oriented behaviour in the guards and the assassin, it is very similar to task 16. Below are some screen shots of the existing game that mine will attempt to reproduce:

Why it is appropriate

This style game inextricably links with the type of work we have been doing through the semester:

1. The controlling of the assassin will feature the pathfinding used in task 17 and 18
2. The general style if very similar to the of the hunter/assassin task
3. The guards will have a wander function where they stroll around look for an assassin
4. when the assassin kills someone, it may cause panic in the guards and they will start hunting for you: the guards are a finite state machine
5. For the HD component of this task, I will add an AI that controls the assassin using relevant hide, kill, pickup functions: a goal orientated behaviour implementation.

Artefacts to be produced

A completed project will contains the following artefacts:

1. Code for all classes methods used:
    a. assassin.py
    b. block.py
    c. graph.py
    d. graphics.py
    e. guard.py
    f. main.py
    g. matrix3.py
    h. node.py
    i. path.py
    j. point2d.py
    k. search_functions.py
    l. vector2d.py
    m. world.py
    n. potentially more
2. resources:
    a. Sprites of the player object
    b. sprites for enemy objects
    c. sprites for background objects
    d. misc sprites
3. A video that breaks down the game implementation and demonstration of a working game