TeamProject: GrimFandango

Change anything as you wish

Game Type: Tank Game

## Expected Gameplay Process:

#### Login in: Login part, should be able to reset name after login as well.

#### Game menu page, including: Single player mode/Multiplayer Mode/name\_reset/exit/volume/help

##### Single player mode:

Select Chapter:

enemy level: 1-5, giving bonus armor and damage for each shots

Chapter1..Chapter 2....etc (ascending difficulties: complexity, enemy amout.. etc) - based on our progress

//add more setting..

##### Multiplayer Mode:

enter a room.

Red Side and Blue Side:

Game Goal: \_\_\_ - scores, one kill give your some score.

//add more setting...

Ex: (AI also can be added into the room, room capacity cant tell yet, no idea about network yet)

both on one side gives you a PVE mode.(Coopreation)

Red Blue

waiting.... waiting...

waiting.... waiting...

#### After start the game:

"Esc" or botton of the top list should give the following selection: back to menu, exit, help, volume

""back to menu"" lead you back to game menu page: depends on our ablitiy, we might cant save game when you leave.

"exit" will shut the game and close the window.

"help" will pop up the control of the game(like the warning sign we have already)

"volume": change the volume

//add more stuffs.....

#### ways of end up game:

Single mode: win this chapter.either kill all the enemy or live for a time amount(add more)

Multiplayer: reach a score

### Game Logic: (depends on our progess , more things to be added)

play move: "up", "down", "right" , "left" (do we want "WSAD" as well?)

"space" = shooting

Normal armor for player and enemy: 100

enemy armor:

level 1: 60% normal armor

level 2: 80% normal armor

level 3: 100%

level 4: 120%

level 5: 140%

to be added...

damage for each shot: \_ (wait to be discuss)

maybe we want different type of ammo

level 1: 60% normal damage

level 2: 80% normal damage

level 3: 100%

level 4: 120%

level 5: 140%

to be added...

normal speed: 1x

speed up item: 1.2x/1.5x

Stone wall(cant be destory)

Wood wall(can be destory)

maybe we want bush: invisible,

maybe we want void: death if you jump in

maybe we want swamp: slow down speed

maybe we want water: cant stop

too be adding...

#### Music:

1. shot music for enemy and player
2. win music/ lose music
3. destroy music

too be added...

Progress can easily tell after run the code, so there is no need to write things down.

### Expected schedule:

week 3, demo and plan(5%)

week 4-6:

week 7, prototype demo(10%)(*done version1.0, basically playable, debug and gameplay expansion expansion depends on achievability and time*.)

week8-week11:

week 12, final presentation(5%) and report, documentation and the product(80%)

*Q:are these 3 together? or like presentation on moday and final sumbit on friday.*