

# **The overall plan and description of the customized game**

## **Description of the Team plan:**

The project will be performed in three steps including designing, coding, and testing. We will use a unified process model for completing the project because it puts a lot of emphasis on designing by using the UML techniques, which would be used for a better understanding of the system. Moreover, throughout the project, the team members will have meetings at mutually agreed upon times. We will conduct various discussion sessions about the project's progress as we move along. During the meetings, there will be conversations and brainstorming to gather ideas and plan the next steps. Furthermore, the team members will use social media platforms for being in touch with each other and plan the next meetings or communicate any difficulties faced through the project to get the help needed in order to overcome obstacles.

## **Customization Plan:**

The user plays the game as the main character that can move in left/right/up/down directions. For our game, we decided that the main character will be a rabbit, which has the ability to move and collect awards throughout the game. Moreover, the regular rewards and the bonus awards will be carrots and watermelons respectively. To win the game the main character must collect all the carrots and make it to the finishing cell without getting caught by an enemy or obtaining a negative point caused by being punished. The bonus rewards will appear and disappear at certain ticks as the game goes on and points will be lost when the main character lands on a cell with a punishment which will be a cage. Furthermore, when the main character collides with a moving enemy (eagle), the game will be over and the appropriate message will be displayed on the screen. The layout of the maze will be a garden and the barriers will be large hedges while the ground/cells are dirt. Throughout the game, the time and score of the main character will be counted and it will be displayed on the screen after the game has finished. This game is inspired by Pac-Man and therefore it has similar functionalities and features but the user interface of this game is different. With that said, there have been some additional features added to the game for making it more interesting and challenging.