

Escape the Bank

Game Description

The goal of the game is to escape the bank without getting caught from the cops while obtaining all the rewards.

Main character – The main character the user will be controlling is a thief who just robbed a bank.

Moving enemy – The cops will be the moving enemies looking for the thief around the bank.

Static enemy – Fires will be lit around the bank which will burn the main character if walked into.

Regular reward – Cash will be scattered around the bank that the thief must pick up before escaping. As the player picks up cash, the score is increased.

Bonus reward – A special safe with a bunch of gold and cash will pop up on the map for the thief to collect. If the player picks up the special safe, the score will be increased a lot more than the cash rewards.

Board – The board is a bank the thief robbed that's on fire. The board will have barriers which will block the path of the thief and will create a maze-like map.

Process Model

Using a scrum like process model where we meet in-person or online ~3-4 times a week. During the meetings we inform one another on what we have been working on, we ask questions and help each other, and we plan on what we should be working on until the next meeting. This will allow us to stay on schedule and not fall behind during any of the phases.

Work Distribution

We split into two groups and equally distribute the workload among the 4 members and work in pairs. We ask each other questions if needed and start to collaborate as a whole team as we move on to the later stages of the work. Before we submit, we look at the whole phase and make sure everyone has an input on the work.