

## TP3 Update

New features:

1. 2.5D board finally!
2. Hint feature showing the possible moves the user can take
3. Leaderboard with data stored in local json files
4. Power-up effects updated
5. Computer to play against
6. Sound effects
7. splashScreen animation
8. Instruction Page

## TP2 Update

- Add animation effects.

## TP1 Update

- Use modes (screens) to make the splash page, home page, level introduction page, game page, helper page, sumi collection page. (more instructions needed)
- Use json or other methods to store the user information into files. (more research/help needed.
- (if possible) I want to add some animation effects. (any methods other than manually changing the onStep() settings to achieve that?)
- Sound effect

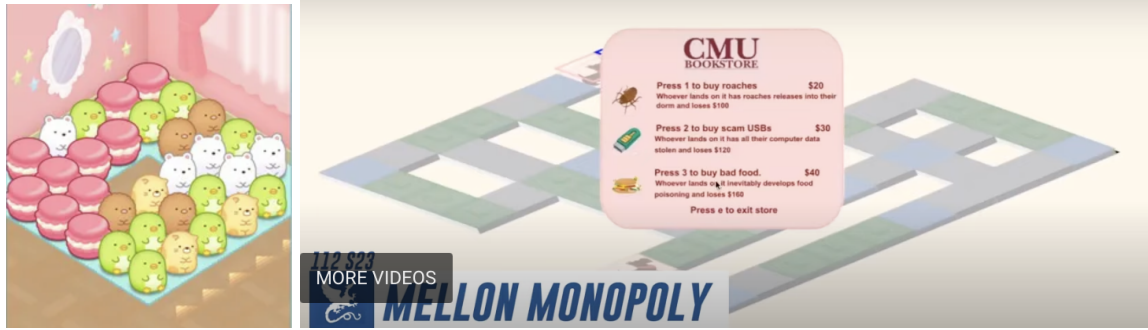
## TP0 Project Proposal – Sumi Sumi 112

### Description:

This is a game called Sumi Sumi. It's a simple matching game where users have a set number of moves to pair up adorable Sumi characters to clear the board and earn points. As users advance through the levels of the game, new characters are added and the rules of the board can be enriched.

### Similar Project:

112 S23 Mellon Monopoly: The monopoly board is shown in a 3D like way. I also want to make my board look like that!



## Structural Plan:

I think I will need some basic operation parts based on `cmu_graphics`. And I will need a SumiSumi character OOP to help me load the board, creating the game. Throughout the process of elaborating my project, I might also add on OOPs for board, for the user's score/coin, and for the collection of the SumiSumi character the user owns.

## Algorithmic Plan:

Different characters: I want to include a lot of Sumi Sumi characters with different skills and appearance. I might need to use **oops** for that.

When the user eliminates the sumi sumi, I need to load new sumi sumi from a set direction, the sumi sumi influenced by the elimination following in that given direction to fill the empty, and the rest keeps there. I think maybe opps would help? But basically I need somewhere to store all the possible characters corresponding to their locations.

## Timeline Plan:

Nov. 20 – Stage 1 / TP0

Stage 1: Create an easy version of the 2D board Sumi Sumi game.

Thanksgiving – Stage 2 + part of Stage 3 / TP1

Stage 2: Change the board into the 3D version, create more boards in different shapes, create different obstacles, and create the power drums functions.

Dec. 1 – Stage 3 / TP2

Stage 3: Add the “changing direction” rule, add the hint function, add home page, and other small functions.

Dec. 4 – Stage 4

Stage 4: (optional) If possible, add the Sumi Sumi character collection function.

Dec. 6 – TP3

Dec. 7 – TP showcase

## Version Control Plan:

Google Drive + hard drive back-up

**Module List:**

I really don't know what external module I could use...