Team Project Proposal

Our application falls under the category of an Adventure Game.

Game description:

The player in the game is a student at the University of Calgary who must manage their time and resources in order to prepare for the Final Exam. The student has finals in two weeks time (10 days), and has to use their restricted time to learn enough to pass the exam. The player will try to get as much “knowledge”, but will have to manage the other resources (hunger, happiness, tiredness etc.). The Final Exam is a boss battle where the player can use their resources to defeat the Exam.

Player: The player

* Movement : WASD
* Stats : a set of resources that must be managed (ie. Health, happiness, knowledge…)
* Interaction: able to click on object to use them

Non-Player Characters:

* Support characters: help with players resource management

EX.

* Help with Certain traits and skills
* Help with regaining health
* Stable (does not move, will be randomly placed per day)
* Click to interact

Enemies:

* Vary level to level (looks, not severity)
* Will be battled periodically (like after so much time has passed)

Interactables:

* Products such as food which will help regain health
* Places to visit such as classroom
* Instructables will increase or decrease resource point
* Will change location after every map change