**Hyper Giga Snake Ascension**

**aka**

**Snake on a Plane**

**aka**

**Plane ol’ Snake**

**Members**

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**Description:**

We plan to make a snake-like game in which a “snake” will follow the movement of the mouse on the screen (possibly a controller). The player must avoid enemies as well as projectiles fired by enemies while trying to obtain objects which will allow them to progress further in the game. Enemies may be stationary or mobile; either actively trying to attack the player or periodically firing in certain directions on their own. The player must guide the snake to certain objects which will, in a way, power them up and allow them to enter new rooms. Each room will contain more enemies and a more objects to collect. If the snake takes damage, it will lose a segment of itself. When all of the segments are gone, the game is over.

The style of the game should feel skill based and hectic at times. The player must be able to dodge multitudes of bullets or projectiles to avoid taking damage. Bullet patterns may be similar to bullet-hell style games so there will be many at a time.

**Story Point Breakdown:**

0 = freebie

1 = extra small

2 = small

3 = medium

5 = large

8 = extra large

13 = XXL

21 = hyper giga difficult

**Sprint 1:**

Story

points

(3) As a developer, I want to be able to use the software we need to create the game.

(2) As a designer, I want a visual representation of food on the screen.

(2) As a designer, I want a visual representation of the snake on the screen.

(8) As a player, I want to be able to control the snake with my mouse (or with a controller) so I can play the game.

(2) As a designer, I want a visual indication that a player has picked up food.

(8) As a gameplay programmer, I want the snake to be able to pick up food in order to

progress.

(5) As a player, I want the camera to follow the snake so I can see around me.

(5) As a player, I want to see that I’ve made progress by unlocking doors and/or becoming

stronger.

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**Sprint 2:**

(3) As a designer, I want a visual representation of enemies on the screen.

(2) As a designer, I want a visual representation of “bullets” on the screen.

(5) As a gameplay programmer, I want stationary enemies which shoot in directional

patterns to keep them active and aware.

(5) As a gameplay programmer, I want enemies that shoot at the player to keep them active

and aware.

(5) As a gameplay programmer, I want enemies that chase the player to keep them active

and aware.

(5) As a player, I want a way to deal with enemies that are actively attacking me.

(8) As a player, I want to be able to progress through the game.

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**Sprint 3:**

(5) As a player, I want to be able to win the game.

(8) As a game designer/player, I want the game to be challenging but not unfair.

(13) As a designer, I want particle systems to make everything look alive and flowing.

(8) As a player, I want a larger number of enemies to fight against.

(13) As a player, I want to have a map so I can keep track of where I’ve been.

(N/A) As a developer, I want to finish user stories from previous sprints that weren’t finished in

time.

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**Backlog:**

Super cool explosions and art