Final Project Proposal

Concept: Our game is a simplistic two players turn based/fast paced hybrid flash. It consists of two players against one another who choose multiple options. The options are reloading, ducking, shooting, and possible grenade throw. Each player has one life, and once one player dies, it goes back to the main menu screen. We will have options of counter time, grenade function option, volume, and bullet counter.

Presentation: It looks like two 8-bit characters looking at each other. There would be two boxes in front of them so they can duck, and there would be an 8 bit city background.

Inspiration: A simplistic game called “Nothing good will come out of this”, plus another non-virtual game called “007~” similar to rock paper scissors.

Our preferred platform will be p5j as this is a collaborative project. It will be much easier to work on the code simultaneously. We will also be using design programs such as Adobe Illustrator and Photoshop for the visual interface of the code.

Although the game could be put on the internet, the laptop will initially be the first platform the game will be played on.

We are currently able to input images and sound in p5. We have experience in illustrator and Photoshop that will enable us to create the characters, icons and the background. We know how to create arrays, if statements, switch statements and case statements.

We need to research and learn how to do live feedback and data visualization. It is important that we practice on JavaScript and get used to working with p5js. We will also be working with text boxes. So we should be learning about improving our text box skills.

What we hope to learn: How to make code much cleaner and shorter. Also how to take our code and keep scores for a possible scoreboard.