CGRA 151, T2 2017, Assignment 5 Plan

Student name: Nevin Jojo
Student ID: 300398198
Name of game/artwork: Hexavoid

Vision

1. Game concept: Fly your ship around hexagon shaped obstacles and collect gold coins as long as possible. The more obstacles player travel around, the larger your score will be. Coins will also help in increasing your score.

2. Game play: The spaceship will only move horizontally, while the obstacles will move around the spaceship vertically in a loop. The mouse will be used to control the spaceship. The user will be able to destroy some of the obstacles and move through it with some sort of bullets. The Number of bullets will be limited. If the spaceship collides with the obstacles, the game will end and the payer can restart/ exit.

3. Visual design: The background of the game will be a gradient of green and yellow. I have also created a spaceship from scratch. The rectangles on the image will be replaced with hexagons in a neatly manner once the collision detection method is produced. Score will be displayed on the top of the screen.

Original:

Design So Far:

Timetable

Core: A basic working program will be completed by **3rd October**. The game will fly around obstacles, increment scores , display bonuses like coins (but not collect them), play and pause the game etc. All the visual design will be completed by this time as well.

Completion: A reasonable submission of the program will be completed by **10th October**. The game will be able to detect collisions with rectangles, collect gold coins, increment scores, shoot and destroy obstacles etc. If any bugs found, they will be fixed as well.

Challenge: A well-polished submission of the program will be completed by **17th October**. The program will be able to detect collision between spaceship and hexagons, end game, restart/ exit/ level up the game etc.