#### University of Toronto, Faculty of Applied Science and Engineering

Department of Electrical and Computer Engineering

## ECE 243S - Computer Organization - 2020

### **Project Proposal Form**

Use this form to briefly describe your project, in point form. You should submit the filled-in form to the Quercus Assignment titled **Project Proposal**, and mail your TA to request feedback on it. The TA will advise you if changes are needed to your project proposal, toward the goal of making it sufficiently, but not overly, challenging and interesting. In most cases your TA will approve (perhaps after suggesting changes) the proposal immediately; otherwise, your TA will send feedback by email within 48 hours.

# **Group Info**

Station Number-TA	First Name	Last Name	Student Number	Email
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#### Point Form Brief Description

- Our project is inspired by the popular Japanese television animation show "Naruto"
- We will feature one of the protagonists, "Sasuke", at the centre of the screen. Sasuke is controlled by one player (P1) and is able to move in four directions (up, down, left, and right)
- Sasuke's rival, "Naruto", is able to produce clones. These clones are controlled by an AI. The AI will shoot clones that run towards Sasuke from the four directions he is able to move in.
- We will implement a wave system that increases the level count and difficulty controlled by a timer.
- There is no finite win condition for P1. The game is an infinite game and the objective will be for P1 to last as many rounds as possible.
- We can set difficulty levels by playing with the number of lives, time limit, and speed of the characters.
- Our final product will combine the simple (but not to simple) logic of the game and beautiful graphics inspired by the Naruto TV show.