**Premise:**

**I will try my best to make a small and tiny game and the game might be awkward. The game might involve the element of Card( ex. Hearthstone)? strategic chess game (contain 2d array)? Roguelike(contain random), 2D.The reason I choose to those game is because I like to play game and I am curious about how they make the game once I learn CS. By the desire to learn and willing to play, I want to make the game by using all the knowledge I learn in the class, such as class,object,syntax of JavaScript, also coupled with my own knowledge and help of internet. I hope I will make an interesting game. I still don’t have the name for my game yet, I will do it once I finish my project**

**Features List:**

**Required Features** (**must-haves)** :

1. Game map
2. Character
3. Randomness in the game

**Desired Features (nice-to-haves):**

1. BFS path search
2. Animation
3. SFX and music
4. Local save with local storage

**Milestone Timeline:**

1 week: set up for animation, create my own data type(class), plan ahead;

2 week: handle on the map, create my own camera by use 2d array

3 week: starting to make the real stuff, maybe involve bfs to make the path for character in the map. I will also add something new by how many work I have done.

4 week: make sure all necessary element has been embrace in this game, start beta test(ask other to play)

5 week: add interesting things new and check for error by beta test.

This would only be a rough timeline, I would add more if I had time, I don’t want to put too much in there to give me more pressure.

**Project Team:**

Only me, Luke Wu.