INITIAL PROJECT SPECS

NAME: Don Vo, Rueban Rasaselvan, Kevin Brennan

PROGRAM OVERVIEW:

* A simple scrolling platformer (Mega-man style) with multiple levels.
* Choice of Characters and Levels
* Destructible terrain
* Local multiplayer enabled

DESCRIPTION OF USER INPUT:

* For computer, user will use WASD for movement and mouse for shooting and aiming
* The user will touch joystick on the screen to move the player around the map.
* The user will aim at enemies by touching the screen in the direction of the enemies.
* User will be able to choose levels after the first round of completion

DESCRIPTION OF PROGRAM OUTPUT:

* screen that allows users to choose levels
* enemies who will return fire
* obstacles that character must jump across/use as a shield
* Obstacles can degrade if they get shot by enemies or players
* Lives left counter
* Program will display a scrolling map for each level

STRUCTURE OF YOUR DATA THAT WILL BE STORED IN TEXT/XML/JSON FILES

* Levels Data (JSON)
  + # of enemies
  + types of enemies
  + map size
  + Name
  + hitboxes
* Block Data
  + block hitpoints
  + block type
* Character Data (JSON)
  + Name
  + Speed
  + Type of weapon
  + Jump height

**Release Schedule (the second half of Specs)**

**Here, you will show an itemized plan for completing your project. You will share how you foresee your program developing, from 1.0 to 6.7 (be creative with release names). Do not worry about specific times of completion; be more concerned about the specifications that would make a given release clearly unique. The release schedule will be like rungs on a ladder that will give you direction with clearly defined progressive goals.**

|  |  |
| --- | --- |
| **Release Name** | **New incremental features of this release** |
| **0.1** | **Load in Player** |
| **0.2** | **Allow Player movement & get position** |
| **0.3** | **Add hitboxing** |
| **0.4** | **Load in Map & obstacles** |
| **0.5** | **Add movement sprites** |
| **0.6** | **Allow Player shooting** |
| **0.7** | **Display player information (eg. Lives)** |
| **1.0** | **Add enemies** |
| **1.2** | **Add enemy movement** |
| **1.3** | **Enemies track players** |
| **1.4** | **Allow enemies to kill player** |
| **1.5** | **Create enemy spawners** |
| **2.0** | **Add Respawn screen** |
| **2.1** | **Add Menu Screen** |
| **2.2** | **Add additional level** |
| **2.3** | **Level Selector Screen** |
| **3.0** | **Lock levels until prior level completion** |
| **3.1** | **New block types** |
| **3.2** | **Destructible terrain** |
| **3.3** | **Add multiplayer compatibility** |
| **3.4** | **Add additional character** |
| **3.5** | **Add Character Selection Screen** |
|  |  |