

Group-19 Phase 1

Theme:

The game takes place in a crime infested city. It revolves around you, the player, who is an undercover police officer who has been investigating a notorious drug cartel over the past few years. One day, when checking the drug transaction records, he discovers some pivotal evidence that can be used against the crime syndicate. Now he needs to find all the evidence in order to escape from the headquarters. The objective of the game is to find all the pivotal evidence and traverse down the building until he reaches the exit. There will also be bonus rewards in the form of donuts that will give the player health. In this building, there are security guards who walk around the floor and will try to attack you. The player, however, has a gun that he can use to shoot the security guards. The game is won when the player reaches the last floor and finds the exit, otherwise the player has run out of health and the game is over. The player's final score is the accumulation of the bonus rewards and enemy kills.

Organization:

In order to keep our project on track, we plan on having one weekly in-person meeting in addition to having one online meeting to discuss the current state of progress for the project. Weekly meetings will allow us to be more organized and discuss issues of importance and to address them immediately. Furthermore, our weekly meetings will act as a deadline for weekly tasks and create our next set of tasks. Additionally, we have a group chat to ask questions, give updates, and plan meetings.

Our approach to building the game will begin with implementing the baseline requirements to have a runnable first iteration of our game. Subsequently, we will add additional gameplay content to make the game unique. Lastly we will implement the graphics, animations, and sounds necessary to make our game fit with our selected theme.

Use Case Template for Game

Use-case: Game.

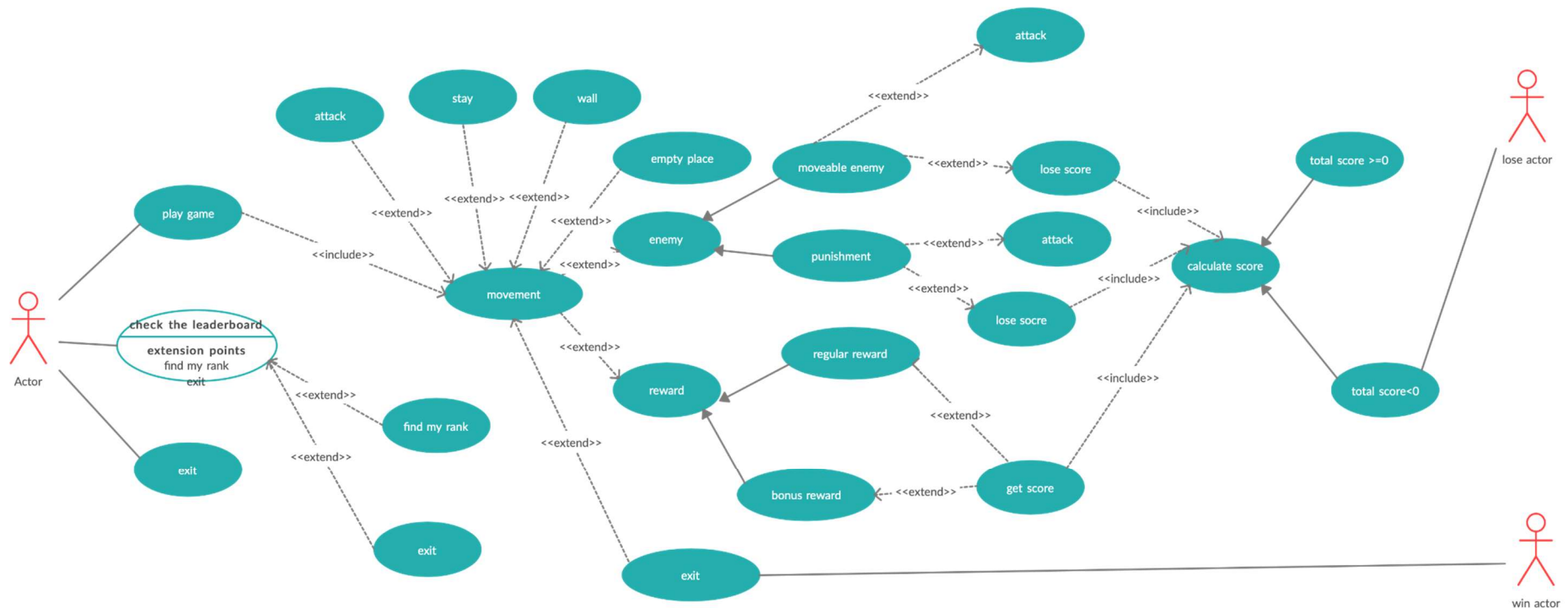
Primary actor: User.

Goal in context: To reach the last level and win the game.

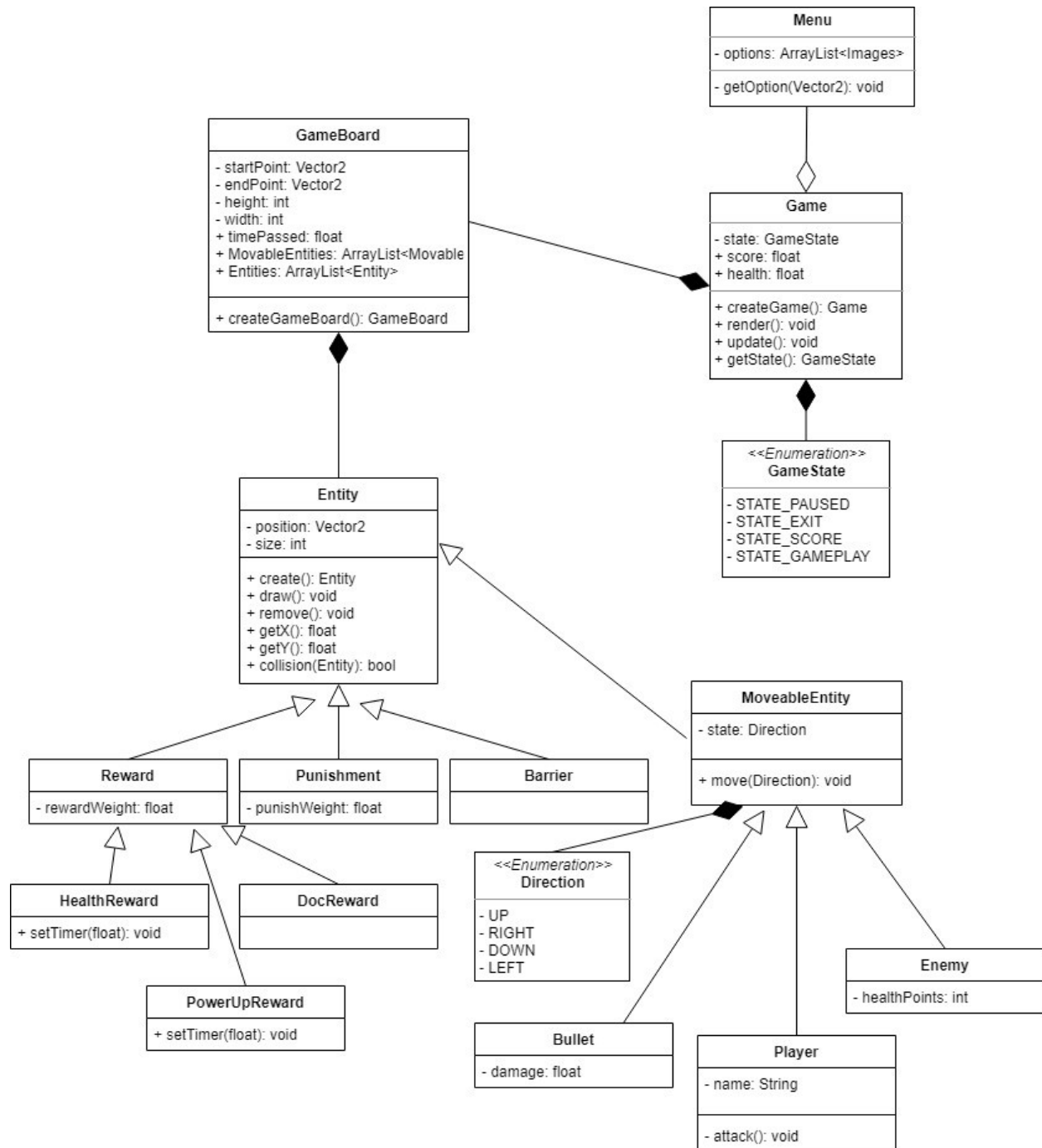
Preconditions: User has a keyboard and the appropriate software/hardware able to run the program.

Trigger: The user decides to play a game.

Scenario and Exceptions: Covered all events (See Use Case Diagram)



UML Diagram



User Interface

WINNER!

Score: 9999

EXIT

PAUSED

EXIT

W
A S D

MOVE

SHOOT

START

EXIT

GAMEPLAY



Health



9999