

Team 27 Project Charter

Obsidan Ark

Team members:

Yi Dou, Danny Zou, Jordan Stoddard, Devon Lee, James Hawk

Problem Statement:

Quick-play games are quite popular in modern day gaming due to their simple concepts that allow players to jump right into the action. However, the majority of these games are usually limited to single genres. As developers, we'd like to create a procedurally generated adventure game that incorporates RPG elements, battle royale-style fighting, and a diverse set of maps. As such, this offers players a wider range of choices and gameplay while retaining the simplicity that comes with a quick-play game.

Project Objectives:

- Build a standalone game
- Design a post-apocalyptic world view for the game
- Provide an account system that allow users to sign up for and manage an account
- Allow players to start a quick personalized game in the selected map
- Allow users to unlock certain cosmetic rewards from playing the game
- Allow users to view a global leaderboard and compete for highscores
- Set a moderate balanced overall difficulty for the game
- Build a database to store user progress

Stakeholders:

Developers: Yi Dou, Danny Zou, Jordan Stoddard, Devon Lee, James Hawk

Project Owner: Yi Dou, Danny Zou, Jordan Stoddard, Devon Lee, James Hawk

Project Manager: Yi Dou

User: Players

Project Deliverables:

- A standalone game built with Javascript or Python
- A way for users to customize their characters
- A way for users to select their playstyle (game difficulty, map, etc.)
- A global leaderboard for players to compare their progress and scores
- MySQL database to keep track of player highscores and unlocked rewards