

CMPT 276 Group Project: Phase 4

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2.1 The Game

Description:

Our Java game revolves around the theme of students and a weary teaching assistant (TA). The TA is the main character of the game and wants to avoid needy students, who are depicted as the “moving enemy”. Upon hitting a moving student, the game terminates immediately. There are also inanimate punishments located throughout the board, such as exam papers. Hitting a punishment will decrease the TA’s sanity level until it becomes negative, at which point the game will terminate. The TA has the option of increasing their sanity by locating pickups, which include a drink and gold coins. These rewards are located throughout the map, with the coins being a bonus reward which appears sporadically. The amount of sanity restored depends on the reward. There are barriers, such as floor signs and bookshelves, located throughout the map to impede the movement of the TA and the students. Mobile enemies specifically will not path around these barriers to avoid cases where the player can get cornered. The TA must reach the end cell in the top right corner of the board after collecting all the pickups.

Plan changes:

We had to make several changes to our initial plan and design. We initially wanted to incorporate several different types of rewards and punishments, such as food, music, and music for meditation that would additionally provide “buffs” to the player. However, in the interest of adherence to the requirements given, we chose not to incorporate all of these characteristics.

Lessons learned:

This experience provided us with very valuable lessons, such as the ability to work effectively as members of a software development team. While some of us have had co-op experience in the past, there were a few members that did not have such experience. We were able to learn how to use version control effectively, and delegate tasks among team members to track game progress. The combination of git and clear communication between group members allowed for a more seamless transition between phases and productivity. Seeing how our initial plan and design changed over time provided a glimpse into how agile development works. We had to think about how to deal with new obstacles we faced that we originally had not considered in the

planning phase. It showed us that despite having a well-thought-out plan, there will always be possible unexpected events.

Tutorial:

Our group created a video instead of a written tutorial. Please find the link below:

[CMPT 276 Group 22 Project Video](#)