Game Plan and Description

Our Java game revolves around the theme of students and a teaching assistant (TA). There is a TA who is the main character of the game. The TA spawns in the left corner of the board map. The goal of the TA is to avoid students, who are depicted as the "moving enemy", and to reach the end cell of the board, which is located in the top right corner as the professor's office. The TA wants to do the least amount of work possible and does not want to answer student questions. Upon hitting or meeting a moving student, the TA's sanity level goes down, resulting in a decrease in health. In addition, there are inanimate enemies or punishments located throughout the board map. These include exam papers or assignments. If the TA hits or meets a moving student or punishment, their health will decrease until it becomes negative, at which point the game will terminate and display the score. The level of decrease in health depends on the object or character that the TA hits. The TA has the option of "increasing their sanity" and increasing their health by locating rewards, which include food, drinks, or music (for meditation). These rewards are located throughout the map, with music being a bonus reward which appears sporadically for a few seconds and disappears. The level of increase in health depends on the object that the TA finds. For example, the bonus reward will result in a higher increase in health over the regular rewards. There are barriers located throughout the map to impede the movement of the TA and the students. These may include classrooms, wet-floor signs, bookshelves, and tables.

Our plan for the implementation includes creating generic classes for a character, which will allow for inheritance from the main character and enemy characters. We will likely use a Java library, such as Java Swing, to generate the board map. This will allow us to encompass graphics within our game, as well as utilize sprites for our characters.