Milestone 1 - Group 102-5

Team Number: 102-5

Team Name: Steve Jobs' Rejected Interns (SJRI)

Team Members:

- Christopher Gonzalez-Millan
- Remy Vancil
- Matthew White
- Connor Eamon
- Peter LeCavalier
- Michael Sciarabba

Application Name: Short Fuze

Application Description: This game will be a 2D side-scrolling arcade style game. The player-controlled character, Bomb Ross, is a mutant-like being that has a bomb for a head. He is able to use his head to blow up enemies and obstacles to advance through the various levels of the game. The target age for the game is 12+ but is suitable for everyone.

The protagonist Bomb Ross will gain new and more powerful abilities as he progresses through the game. These new powers will make it easier for him to tackle the harder challenges (more powerful enemies, harder obstacles to negotiate) that come in later levels.

The team's concentration will be on playability, sprite movement and level layout, as well as making the game aesthetically pleasing.

Vision Statement: We will design and code a game that appeals to players of all ages and skill levels. The game will be easy to learn but hard to master. It will be fun to play and have pleasing graphics for an extraordinary experience.

Version Control:

- Project Code: https://github.com/pele6150/3308_102-5_project_code
- Milestones: https://github.com/pele6150/3308_102-5_milestones
- Meeting Logs: https://github.com/pele6150/3308_102-5_meeting_logs

Development Method: Agile - using Pivotal or other software

- Sprints will be 1-2 weeks
- Each team member will have a different role within the game
    - Levels, Sprite/animation work, music, Experience/items, etc.
- Pair teammates together on sections to make for a more streamlined implementation process between different aspects of the program

Communication Plan: GroupMe, Google Docs, email, in-person, Skype

- Usually going to be meeting in-person, if not we will talk over GroupMe/Skype typically
- Organize ourselves into subgroups to allow for easier cross over when communicating between different portions of the project

Proposed Architecture Plan: Using Unity for the main game development and the core physics engine- Spine, Blender, GIMP and Photoshop for any design and animations within the game. C# development within Unity itself, additional programming outside in C++ & Python.

- Overall Front-end: The desktop game/executable itself (including Docker containers to package the final product into an easy to run and install program)
- Leaderboard:
    - Front-end: HTML, CSS potentially. SQL to communicate with the database in Node.js
    - Back-end: AWS/Google cloud server space (?) to hold small amounts of data for a leaderboard

Meeting Plan: As of now, we will be meeting Wednesdays @5:30-7:30 PM every week. If this doesn't work out on a given week, we can also meet Tuesdays @2-3 PM and/or Fridays @4-6 PM.