

Project Plan - Survivo

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Period: 5

Date: 5/1/25

Project Overview:

Our goal is to create a 2D top-down multiplayer shooter game. The players are on a map containing weapons and obstacles. The goal of the game is to acquire better weapons to kill opposing players.

Team Responsibilities:

- Prakhar [Deadlines/game logic]
- Saketh [Integration of custom sprites/Art]
- Dale [Game features classes]

Challenges:

<Describe potential problems/challenges and what you might do to mitigate them>

- In a video game you want your player to be able to traverse through a map, but stay at the center of your screen. There are two main ways to track player movement while keeping them centered on the screen. The first is to load the entire map and use a 'camera' that follows the player, showing only the part of the map around them. This keeps everything loaded at once but can use a lot of memory. The second method is to use chunk loading, where only sections of the map near the player are generated or loaded as they move. This saves memory but may cause lag, and needs more implementation to make the boundaries between 'chunks' seamless.
- In order for your player to properly interact with its surroundings you need to make the object collidable. To complete this feat, one option is to overlay game sprites on the map and give them a collidable property. Another way is to define pixel rectangular areas of the map and give them the collidable property.

Major Tasks and Schedule:

Task	When	Responsible
Multiplayer functionality	5/4/2025	Prakhar
Game sprites/map making	5/5/2025	Saketh
Collisions and weapon functions	5/8/2025	Dale
Integration of custom assets	5/10/2025	Saketh
Add player gun classes	5/12/2025	Dale
Add custom respawning logic	5/13/2025	Prakhar
Add sounds effects	5/15/2025	Prakhar