Group 16 Game Plan: Ghost Town

Story:
Ghost Town is a pandemic theme game similar to Pac-Man. A deadly disease is spreading in a small town. The Infected are dying. The Doc (short for Doctor) is the only one who hasn't been infected. Now, as the sole survivor, the Doc must escape the town. To protect himself and his friends from out of town, the Doc must collect face masks scattered around the town. Only once the Doc has collected enough face masks can he leave.

Goal of the game:
To win the game, the player must move around the board and collect all regular rewards (face masks). Additionally, the player can collect bonus rewards (experimental vaccines) to increase their score. The board also contains punishments (infected meat) and moving enemies (virus) that, on collision with the player, will reduce the player's score. If the player's score becomes negative, the player loses the game.

Overall Scope:
The game will include 5 levels, each with a different map layout containing barriers, enemies, rewards, and punishments. The difficulty of the game will gradually increase with each level. In the future, we plan to add more features such as power-ups, special enemy types, character upgrades and more.

Plans for managing the project:
Scrum for managing development cycles and trello for project coordination.

Approach to building the game:
The project will be broken into small tasks. Each task is assigned to a different team member. Following the scrum practices and trello project management, team members can select a task from the backlog and drop the task into the "doing" board. After they have finished the task, it will be moved to the "finished" board. As such, everyone is informed with the current progress of the project.