Spring 2018 Michigan Technological University

Team Software Proposal:

Team Name: 54 65 61 6D

Team Members: Cameron Geschwendt

Quentin Tovar-Prince

Josh Havens

Project Description: 2D-Platform with multiples levels where the player runs right across the map to achieve reaching the end of the level. While running through the map the play must collect some object/objects and avoid obstacles/enemies/and pitfalls. The player must run through a given amount of levels to win while having a set amount of lives to lose.

Project Reason Why: The idea of a 2D platform will be fun to test, allows the group to work with graphics. This idea also incorporates many different types of programming including AI, gravity, memory levels, enemies, ect.

Project Programing Languages: JAVA , LibGDX framework, Tiled Map Editor

Project Technologies: Audio, GUI, Possible more not sure at this point.

Possible Technical Challenges: Learning graphics with the LibGDX framework( the library)

Code Collaboration/Source Control: source control will be github and collaboration will be done through slack.

Communication/Scheduling: Meetings will be done on Monday Wednesday and Friday to get status reports, progress, and problems. Scheduling done as need in a group assigned matter.

Release Backlog:

“as a role.. a feature I want benfifte”

Sprint :

As a developer, I want a home screen so that the game will start from the same point.(2h)

As a developer, I want a player so that there is an object for the user to move though the game.(4h)

As a developer, I want obstacles so that there is game difficulties.(2h)

As a developer, I want enemies so that the main player can get hurt.(8H)

As a developer, I want a score system so that game high scores can be achieved.(1h)

As a developer, I want a level time limit so that the player is forced to move through the level at a good pace.(2h)

As a developer, I want different game difficulties so that there are more challenging playing methods.(8h)

As a developer, I want graphical representation of maps/entites so that the game is more engaging.(3d)

As a developer, I want special power-ups so that the player can have playing variety.(4h)

As a developer, I want multiples level/worlds so that the game give longer playing time.(1 level == 1d)

As a developer, I want bosses so that the end of each level or world has a challenge.(4h)

As a developer, I want secret rooms out of the map so that extra health/ higher scores can be obtained.(4h)

As a developer, I want secret rooms in of the map so that extra health/ higher scores can be obtained.(4h)

As a developer, I want hidden object so that their secrets.(1h)

Sprint

As a developer, I want better map sprites so that the game looks better(2d)

As a developer, I want better game interactions so the game runs better.(4h)

As a developer, I want better enemy sprites so the game looks better.(8h)

As a developer, I want a better start screen so the game looks more finished.(4h)

As a developer, I want better level transitions so the game looks more finished.(8h)

As a developer, I want better ways to show lives and the score so the user knows what they have gotten.(4h)