# DaJamuel

Petal Pursuit

Single player adventure questing game where you gather flowers within a certain amount of time in an attempt to impress your date.

Combines time management with romantic storytelling, featuring a unique flower-matching system where each bouquet combination affects your date's reaction differently.
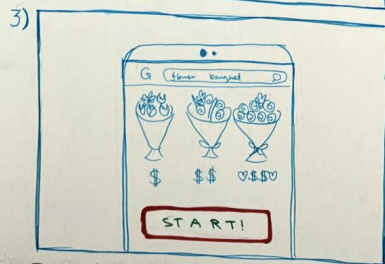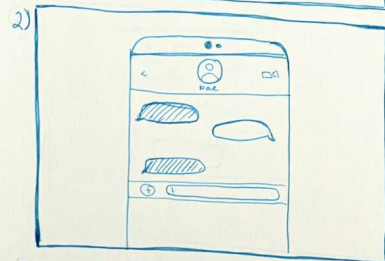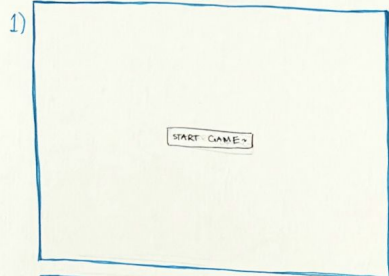
Dalal Alghaithi (Com Arts)
James West (Comp Sci)
Sam**uel** Sarzaba (Comp Sci)

Intro to Game Dev, Fall 2024
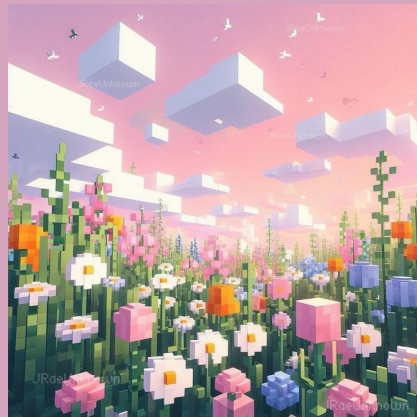
Paper Prototype
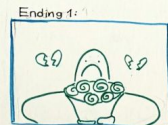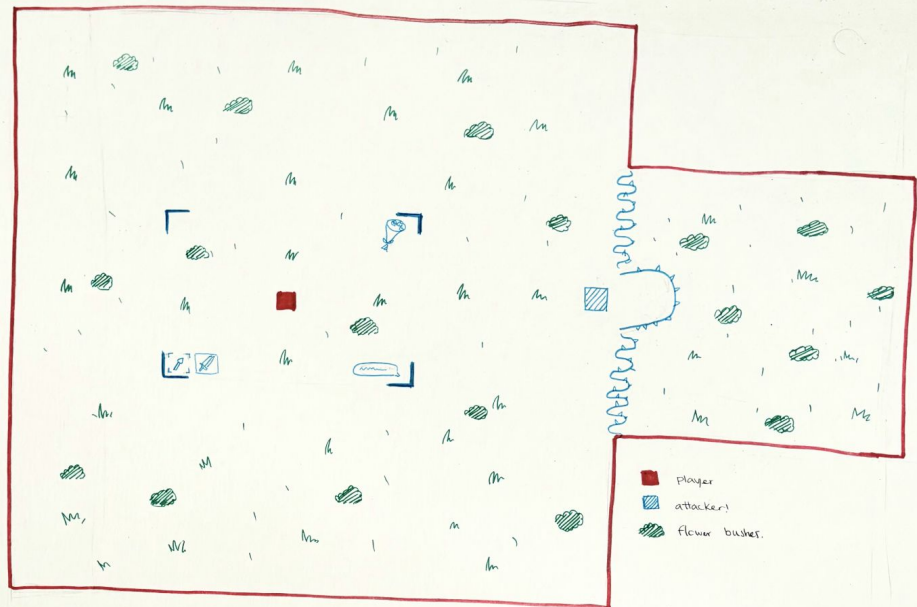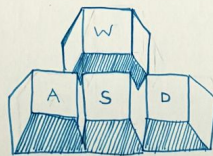
Asset List
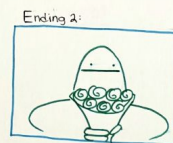
Hero Assets
- Animations for moving
- Animations for gathering flowers or fighting enemies

Filler Assets
- Backgrounds

Enemy Assets
- Fighting animation
- Idle animation
- Death animation

UI Assets
- Text messages
- Flowers
- Bouquet

Calendar & Roles

WEEK 1
- Submit refined proposal doc

WEEK 2
- Begin working on assets and coding
- Figure out core gameplay
- Submit MVP

WEEK 3
- Finalize visuals and audio
- Test and refine gameplay
- Submit asset list with sources

WEEK 4
- Ensure assets are integrated correctly
- Test and refine gameplay
- Submit playable game

WEEK 5
- Deliver playable game
- Submit Git to Canvas
- Post analysis on Canvas
- Present final game

TEAM ROLES
- Dalal: 2D artist & UI Designer
- Samuel: Gameplay Engineer & AI Engineer
- James: 2D artist (if needed) & Gameplay Engineer
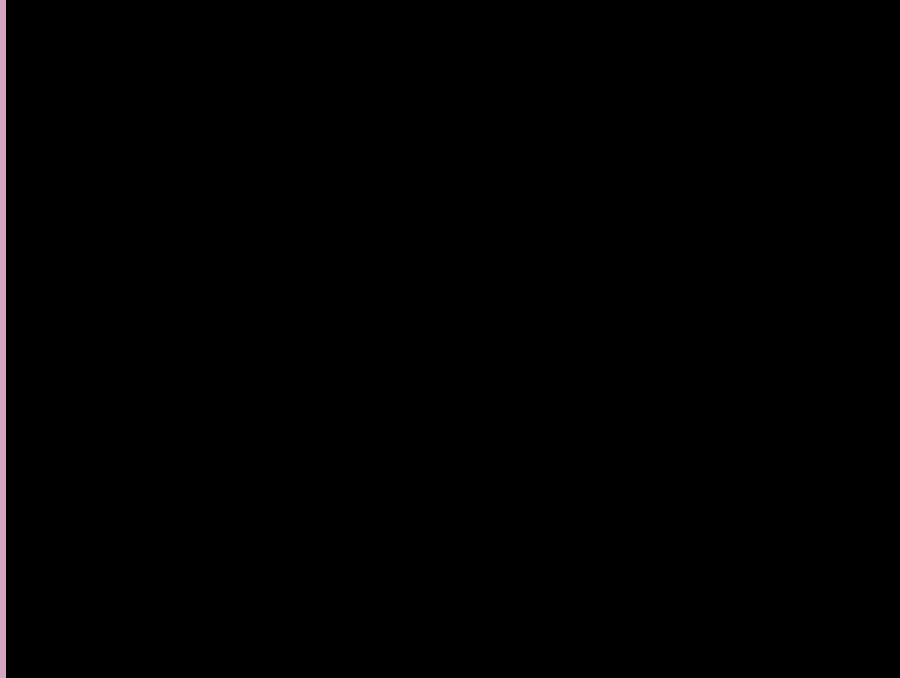
References

Potential Pitfalls
- Not being able to keep up with our calendar
- Uneven work distribution among members of the team
- Poor communication

We will avoid these pitfalls by checking in frequently and trying to keep up with the calendar.

Resources
- Youtube tutorials for certain elements (maybe UI or enemy behavior)

MVP Video

https://vcu.mediaspace.kaltura.com/media/mvp/1_kkrkjjdj