After researching, we found that we can manage the graphics portion of the game relatively easily, as well as the dynamic input, so we are going to create an ascii rogue-like game. We are going to have ascii maps for the player to move around on as well as items and creatures for them to interact with. The text output is going to be dynamically created by each of the “actors” in the game, and will be deleted and redrawn every “frame.” There will also be dynamic input for movement etc. instead of being menu based.

The parts of the project are “player (leveling, item management, stat management), enemies, movement, terrain interaction, item interaction, player attacking, enemy attacking, changing screens, map management, map redrawing.

We may or may not include the ability to save your player and load maps from text files instead of hard coded ones if we have time

Time Chart- in order of importance

The first 5 are the MOST important. If we can get them done, I will feel like we will have accomplished enough. I’m assuming realistically we’ll spend about 3 hours per week each on this, but that depends on schedules and other workload.

!----------Absolutely necessary start

Game Engine – Including screen redrawing, movement, key detection, ai actor action calls, ~8 or more hours – Stevan 11/12 optimistically

Map creation - ~1-6hrs (depending on how many we make and deciding what each ascii character means) 11/19 - Johannes

Terrain Interaction ~2 hrs (Printing information, opening doors etc) - 11/19 - Johannes

Enemies core - ~2hrs - 11/26 - Stevan

Combat both sides - ~2hrs – 11/26 - Johannes

!---------- Absolutely necessary end

Enemies AI - ~2hrs - Stevan

Player stat Management and levelling - ~2hrs - Johannes

Player Item Management - ~2hrs - Johannes

Enemies Expand -~2hrs - Stevan

Item Interaction and implementation- ~2hrs - Johannes

Changing screens (going to different map)-~2hrs - Stevan

Creating the start menu ~4 hrs – either if we have time

Saving and loading player information ~4 hrs – either if we have time