Team: Hussain Amin, Spyro Goumas, Steve Nguyen

Game programming 1 (section 00004)

TypeGo

Part I: Team composition and name

1. Game Name: TypeGo
2. GitHub: steve2142838
3. Main communication platform for team:
- Synchronous: Lab Sessions
- Asynchronous: Discord

Part II: Project setup

https://github.com/steve2142838/TypeGo

Part III: Game Design Document (GDD)

Summary:

For this game, the setting happens to take place in space where the protagonist (you) wanders through it trying to avoid floating letters or words that if not typed in time will crash into you and make you lose. You are put into a spaceship which helps you maneuver through the dangerous setting of words being thrown at you. In order to survive, you will have to shoot lasers at them by typing as fast you can. Once the words are typed correctly, they will be destroyed, and you will be able to move on to the following levels. If not, you will fail and the words will crash into you, thus making you lose the game and having to make you restart. In this game, there will be 5 levels, each having different difficulties associated with them and making it progressively harder for the player. The main source of inspiration comes from the game "Typing Attack ".

User Interface Mock-Up(s):

The background of the game will be different at each level. For example, the first one could be in space, after a jungle, after a desert, etc. Also, each level will be harder. The first level, the letters or words will fall slowly, the second level will be even faster until arriving at the last level. It will pass automatically from one screen to another after you win the level that you're at. The score will be placed at the bottom left of the screen. The words will have different colors, but the rocket will stay the same color.

Controls:

The spaceship will be moving on its own at a constant speed. As the words or letters fly towards your spaceship you will have to use your keyboard keys depending on the word to spell it out

correctly to move on further into the level and the game. So, for this game, your keyboard is your main and only input.

Developer Roles:

Think of the different tasks and roles involved in the game development pipeline and define the composition of your team based on those. Roles can be rotated, so that everyone will have a taste of each task, still respecting people's profiles and skills. Assign team members' responsibilities for the prototype of the game (the first version to be delivered). Each week, responsibilities can be re-assigned.

Week 1:

Spyro: Filling out Part 3 for Lab #10

Steve: filling out part 2 for lab #10

Hussain: filling out part 1 and User Interface Mock-up(s) for Lab#10

Week 2:

Spyro: Filling out ''Prototype Initial Draft'' - Game features

Steve: Giving ideas for part 2

Hussain: Giving ideas for Part 2

Week 3:

Spyro: Helping set up game

Steve: Making first playable animate rocket

Hussain: Making the 3 backgrounds

Week 4:

Spyro: Deploying asteroids to move towards the rocket

Steve: Creating menu

Hussain: Adding sound

Schedule of Releases:

In each version of the game, describe the stage of development that you expect to achieve. Try to list all the tasks involved in the development, each feature you want delivered, and distribute those among the versions (To be edited):

▪ 11/16: Prototype (initial draft)

- **Linear Game Design**
- **Win/Lose Conditions**
1. Level 1: 1 chance (If you miss/make a mistake a letter, you must restart from the beginning)
2. Level 2: 2 chances (If you miss/misspell two words, you must restart from the beginning)
3. Level 3: 3 chances (If you miss/misspell 3 words or numbers, you must restart from the beginning
- **Game Mechanic Idea** - As you type the letters/words/numbers, every key the player presses, it will be highlighted until it has done being typed and it will only then disappear off the screen
- **Different Backgrounds for Each Levels**
1. Level 1 background: planet Jupiter
2. Level 2 background: planet Mars
3. Level 3 background: planet Saturn
- **Game Story Plot** – An enemy planting bombs around the solar system is planning to destroy multiple planets, the only way to defeat him is to beat his coding by typing the words thrown at the player. If the player fails to keep up with the hackers coding, the bombs will blow up and the planets will cease to exist.
- **Player Instructions/Goals** - The player's only objective is to type the letters, words or numbers displayed on the screen. Failure to do so will result in the game ending and the player having to restart from the beginning.
- **Controls** - The player will have access to the whole keyboard for this game, depending on the words listed for them to type.

▪ 11/23: First playable (look and gameplay integrated)

▪ 11/30: Pre-Alpha (all characters and levels integrated)

▪ 12/07: Alpha (will be shared for testing)

▪ 12/13: Gold Master (final version)