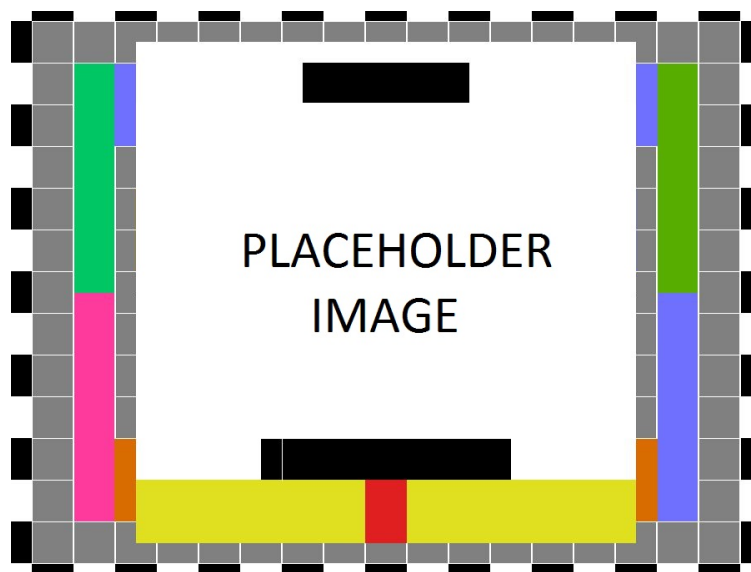


**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
THE UNIVERSITY OF TEXAS AT ARLINGTON**

**GAME PROPOSAL
CSE-4392 / CSE-5392: FUNDAMENTALS OF
COMPUTER GAME DESIGN
FALL 2021**



**TEAM H
VIDEO GAME NAME**

SYED ISAM HASHMI

REVISION HISTORY

Revision	Date	Author(s)	Description
1.0.0	09.19.2021	SIH	Initial document creation and setup

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1 VISION

Our vision is to create a two-dimensional (2D) side-scroller game. The vision is that our game will consist of a:

- Main Character with
 - Attributes that scale with gameplay
- Enemies with varying levels of
 - Programmed intelligence
 - Difficulty
 - Fighting styles
- Bosses with varying
 - Themes
 - Difficulty
 - Fighting styles
- Item Pickups and rewards that
 - Enhance player abilities
 - Reward the player
 - Adapt to various gameplay styles
- A story line featuring
 - Multiple levels
 - A variety of environments, backdrops, and obstacles
 - Sound effects / music to match the theme presented in the levels

2 POTENTIAL STRETCH GOALS

After initial game development has been completed, some potential stretch goals can include but are not limited to :

- Overall game polishing to perfection in regards to
 - Sprites / Textures / Images
 - Sound effects / Music
- Player performance tracking through
 - Achievements
 - Player statistics (death count, accuracy, etc.)
- Addition of extra pickups / player experience modifiers with
 - Temporary / permanent power-ups
 - Extra player attribute modifiers

3 SUCCESS CRITERIA

Our game will be a successful game if it were to be one that fulfills and includes many of the features listed above.

Furthermore, it should go through many rounds of play-testing in order to ensure any faults and errors in game logic are ironed out and that it plays as expected for the end-user.

4 BREAKDOWN OF WORK

Work to be completed will involve:

- Level design
- Sound effect sourcing and or design
- Music sourcing and or design
- Images / textures / sprites sourcing and or design
- Game development for features and functionality

5 ROLES & RESPONSIBILITIES

All developers on the team will be responsible for taking part in:

- Weekly sprint planning
- Documentation
- Level design
- Sound effect sourcing and or design
- Music sourcing and or design
- Images / textures / sprites sourcing and or design
- Game development for features and functionality

6 DOCUMENTATION & REPORTING

6.1 SPRINT PLANNING

The group will discuss features that must be implemented and tasks/stories will be created and assigned to them for them to complete. As features are implemented and fleshed out, more stories will be added to grow the game.

6.2 INDIVIDUAL STATUS REPORTS

Verbal individual status reports will be obtained twice a week on Mondays and Wednesdays as well as optionally on Fridays after the conclusion of class. These should be documented by the individual themselves and stored in the repository accordingly ,if they desire, or if the professor wishes to have them completed.

6.3 SOURCE CODE

The source code will be stored in a private GitHub repository. If access is required, feel free to reach out Syed Isam Hashmi.

6.4 SOURCE CODE DOCUMENTATION

Source code documentation will come in the form of comments in the code. Assets documentation will come in the form of an excel spreadsheet titled `Sources-And-Credits.xlsx` at the root of the repository.

6.5 INSTALLATION SCRIPTS

Any and all information and instructions for compilation and retrieval of executable binaries will be included in the repository's `README.md`

7 GAME OVERVIEW

7.1 BACKSTORY

TODO

7.2 GOALS / OBJECTIVES

TODO

7.3 LEVELS

TODO

7.3.1 LEVEL 1 - LEVEL_NAME

TODO

7.3.1.1 THEME TODO

7.3.1.2 ENEMIES TODO

7.3.1.3 BOSS TODO

7.3.2 LEVEL 2 - LEVEL_NAME

TODO

7.3.2.1 THEME TODO

7.3.2.2 ENEMIES TODO

7.3.2.3 BOSS TODO

7.3.3 LEVEL 3 - LEVEL_NAME

TODO

7.3.3.1 THEME TODO

7.3.3.2 ENEMIES TODO

7.3.3.3 BOSS TODO

7.3.4 LEVEL 4 - LEVEL_NAME

TODO

7.3.4.1 THEME TODO

7.3.4.2 ENEMIES TODO

7.3.4.3 BOSS TODO

7.3.5 CREDITS

TODO

7.3.5.1 THEME TODO

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Do not proceed in order to avoid potential spoilers.

8 EASTER EGGS

You thought we would give them away that easily, huh...

9 CHEAT CODES

You thought we would give them away that easily, huh...