**/GIT MiniProject (Name in Progress)**

**Project Members –** Damien, Hideyuki (CP1904W)

**Description of roles –** Damien: Level 1 (Simple Character First-Person Movement, Jump, Wall Jump/Wall Dash\*), Hideyuki: Level 2 (Dash, Slide, Stamina Bar, UI, Wall Jump/Wall Dash\*)

**Project Plan**

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| --- | --- | --- | --- | --- |
| **Sno.** | **Tasks** | **Owner** | **Created** | **Compilation date** |
| 1. | Level 1 | Damien |  |  |
| 2. | Level 2 | Hideyuki |  |  |
| 3. | Character Movement | Damien |  |  |
| 4. | Dash and Slide | Hideyuki |  |  |
| 5. | Stamina Bar and UI | Hideyuki |  |  |
| 6. | Wall Jump | Both |  |  |
| 7. | Wall Dash | Both |  |  |
| 8. | Danger Zones (A.K.A environment) | Hideyuki/Damien |  |  |

(Project plan currently subjected to change as we have not discussed who does what yet.)

**Game Summer** – You parkour around the map and get from one side to the other without failing.

**Game Genre** – Platformer

**Gameplay** – The player has to parkour to get around obstacles that can harm the player, they’ll also have to avoid from drawing too great a height or they will take damage.

**Game Features** –

Jump (Spacebar)

Slide(CTRL or Shift)

Dash(Shift)

Roll to prevent too much fall damage(R Maybe)

First person where mouse controls the direction of movement forward when the player presses and/or holds the W or Up Arrow key.

Wall Jump/ Wall dash (If player presses space when in the air and they go against a wall, the character will jump off and go perpendicular to the wall. Wall dash if the player presses shift when against a wall and going either left or right the character will dash against the wall for a while before falling. (Only if there is time)