**Team Tern-Style Proposal**

*Contents of Proposal -*

1. Overview of Project
2. User Stories
3. Scope of Project
4. Proposed Schedule of Project
5. Potential Stretch Goals
6. Assets Used
7. Team Members
8. Flow Chart of Combat

*Overview of Project -*

'Tern-Based Combat' will be a website with an interactive game. The user will choose from three commands to take actions in a "battle." They will be fighting various birds – terns specifically – in an attempt to progress to the last boss. Combat will be calculated with math to determine damage, heals, etc. As they attempt to deal enough damage to the current opponent. There will be animations for attacks for both the user and bosses.

All of the actions will be stored in local storage and pushed to a graph so that the user can see how their adventure played out. Previous adventures will also be stored, allowing multiple users can compare and contrast strategies and outcome.

*User Stories*

As developers we want to create an interactive game using static images to present the appearance of a turn based combat game. We will do that using object-oriented programming, DOM manipulation and light CSS animation.

As developers we want to make the experience entertaining as well as interactive, using sourced sounds and music for atmosphere. We will do this through HTML5 implementation.

As developers we want to track statistics from combat to provide users with end data from their experience. We will do this utilizing local storage and Chart JS.

As a user I want a clean interactive experience with obvious actions to take, with clear instructions as to what those actions are.

As a user I want to be able to compete with friends and be able to track ability through stats.

*Scope of Project -*

The project is going to be a bit large at first glance. There are a lot of moving parts and accounting for everything is going to be our biggest challenge.

We're going to have 3 total pages.

* The landing page will have a title and overview with the game content on it as well.
* The stats page will have a aggregate data from the game that will show both the user and opponent stats. This will include various ranges of data from hit percentage, damage per hit, etc.
* The last page is our about me. It will be a simple mock up with our pictures and info about us (may be ipsum, unsure).

*Proposed Schedule of Project*

Saturday, May 28th

* Team is meeting to create task structure and build structure and scaffolding of pages

Tuesday, May 31st

* Start diving into HTML and JS
* Constant tests to deployment and checking for bugs
* Whiteboard some CSS options and ideas

Wednesday, June 1st

* Get into CSS and animations
* Continue to flesh out combat info and math
* Work on titles and logos
* Start attempting sounds and music

Thursday, June 2nd

* Check for and fix final bugs
* Smooth out animations and sound implementation
* Ensure that deployment is streamlined and functional
* Get to any stretch goals if time allows
* Finish all styling
* Start working on presentation portion for Friday

*Stretch Goals*

* Advanced sounds implementation. Includes game sounds and music
* 4th page to talk about Avian preservation – this game is not about killing all the birds, afterall. Quick blurb and links to resources.
* Onomatopoeia visuals of attack
* Style Guide for Project to model future Projects after
* Implement more complex combat functions
* Create a high score page
* Create more heroes to be chosen at random when adventure starts up

*Assets Used*

Various images found via Google searches. Sounds found through various platforms. Aminations for images done through CSS animations. Chart JS to create the stats page and display.

*Team Members*

Jed Dolbeer

John Gaines

George Holmes

Megan Reardon

*Flow Chart of Combat*

