

Project Description Document

Team: 63

<https://github.com/sgtechICT1009/ict1009-team63-2021>

I. Project Description:

- Shoot 'em up "Bullet Curtain" style game
- 2 Players are required to use keyboard controls to navigate their player models to avoid the oncoming wave of bullets
- The number of bullets spawned will increase at a set time interval
- Each game will consist of 60 second round time
- In the event Player 1 is out of health before the round is over, Player 2 will be victorious
- In the event Player 2 is out of health before the round is over, Player 1 will be victorious
- In the event both Players are still alive after the end of 60 seconds, the Player with the higher remaining health will be victorious
- Player's can reference their score by glancing at the remaining health bar which provides visual reference to current score

II. Tool Name

- Bullet Hell

III. MoSCoW Matrix

Brainstorm on what features are critical for your project. Discuss properties that are good to have and would include if time permits.

Must have <i>(critical to current timeline in order for success)</i>	<ul style="list-style-type: none">• GUI• Multiplayer capabilities (2 players)• Different types of bullet• Player health• Player control input
Should have <i>(important but not necessary for delivery within the timeframe)</i>	<ul style="list-style-type: none">• Different levels of difficulty• Ability to pause and resume the game• Ability to replay the game• Scoreboard (visual health-bar system)
Could have <i>(desirable but not necessary and could improve the user experience)</i>	<ul style="list-style-type: none">• Audio for better in-game experience• Power-up ability• Player customisation (input of name)
Would have <i>(possible implementations but unlikely to be included. - less likely than could)</i>	<ul style="list-style-type: none">• AI logic for each bullet