**Team 1 Project Charter**

**Profpocalypse: Purdue edition**

**Team**​ ​**Members:**

Helen Fivecoate

Mohana Barve

Jennifer Sheng

Trey Rosenfeldt

Austin Rogers

Jonah Irons

**Project**​ ​**Title: Profpocalypse: Purdue Edition**

**Problem**​ ​**Statement:**

Our goal is to create a unique gaming experience where users will be able to explore parts of the Purdue University campus and learn about different Professors from all colleges in a fun and immersive experience. Additionally, students and new teachers will be able to learn fun trivia from the classes those professors teach to prepare them for the tougher and more experienced teachers. In our 2D turn-based battle game, it is the year 3025 at Purdue University… In an attempt to keep tuition frozen, the professors from 1000 years prior have been brought back to life, but with a twist - they’re now evil cyborgs (most of them). A few ways this game will differ from other games (such as Pokemon) are: a unique character selection with differing abilities/storylines, quest and achievement implementation, and mini-map functionality. Other additions to differentiate our game from the others will be implemented as we assess our timeline.

**Project**​ ​**Objectives:**

1. Create a ruined/dystopian Purdue WL campus (burning buildings, destroyed roads, inside of buildings, etc.)
2. Have differing effects based on your location on the map which could be things like rain, snow, and fog.
3. Implement a Pokemon-style turn-based combat system, defeating bosses/enemies grants you items or new skills
4. Create Combat items that will have different attacks and different damage depending on the enemy
5. Develop an immersive soundboard that will change depending on whether you are fighting a boss or walking in peaceful territory.
6. Design a general storyline involving dialogue from NPCs, enemies, and allies
   1. In the storyline, you will be asked to choose a major and build your class schedule each “semester”.
7. Create an intro and outro scene to support the storyline ( allowing for a more immersive feel)
8. Add quest and achievement mechanics
   1. Allow for side quests and a way to see how the main storyline is progressing
9. Integrate mini-map to work for navigation and assist in the quests

**Stakeholders:**

Users: Typical users would include anyone interested in a 2D turn-based dystopian game, but would mostly be pushed toward Purdue students and incoming Purdue students.

Developers: Trey Rosenfeldt, Jonah Irons, Helen Fivecoate, Mohana Barve, Jennifer Sheng, Austin Rogers

Project Manager: Krish Dhasmana

Project Owners: Trey Rosenfeldt, Jonah Irons, Helen Fivecoate, Mohana Barve, Jennifer Sheng, Austin Rogers

**Project**​ ​**Deliverables:**

* Implement background music and SFX into the game that changes with scenes
* Build an 8-bit map with buildings and terrain that follows our design aspirations using GDScript.
* Creating a database of different attacks
* Creating a database of different Characters along with a character creation system
* Developing with GDScript a Fighting algorithm along with an NPC algorithm to fight back
* Developing a movement system that allows the player to move in four directions
* Code an achievement system (this can be for completing areas, bosses, and special items).
* Develop an Item Collection system (where you can only have a certain number of attacks and have to choose what to keep and remove).
* code a mini-map that will allow players to see where to go in the set-up/tutorial
* Implement a cut-screen system to allow players to enter buildings and design the building's insides.
* Develop a quest system (would allow for some side quests or just be able to see what path you are on)
* Creating a storyline with an intro cut-scene and outro cut-scene along with possible boss cut-scenes

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