**COSC 3V97 Project Proposal**

**1) Application Title**

Battle Bunnies

**2) Team Members**

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**3) Short App Description**

Battle Bunnies is a reimagining of the popular flash game and Android app Pocket Tanks, designed to be run as either a single player campaign game, or a multiplayer game over a Bluetooth connection. Players alternate lobbing projectiles at each others character with points being awarded for doing damage to the other player. The ultimate goal of the game is destroying the other players bunny, or having the most points at the end of the timed round.

**4) Target Platform**

* Android 4.1.2 Jelly Bean (API 16), Bluetooth ready

**5) Advanced APIs**

* OpenGL
* Bluetooth

**6) Detailed App Description**

The main game will consist of two players in turn based battle. During a player’s turn, they may move their bunny slightly, adjust their firing angle and power, as well as selecting the weapon to use for the shot. Once the player shoots, the shot in animated across the map, eventually hitting something and creating an explosion and potentially destroying some terrain. If they explosion hit the opposing player, they are awarded with points or they may win the game outright, depending on the weapon selected. Normally, the player with the most points after some number of turns wins the game.

The app will feature three game modes: quick game, single player campaign and multiplayer. The campaign consists of a sequence of battles against bunny spoofs of famous historical generals, such as “Lord Admiral Bunnison” (Lord Admiral Nelson). The player earns new weapons and military ranks as they progress through the campaign, which are displayed as their title in multiplayer games. The quick game will pair the player with a random general from the campaign.

**6.1) Purpose and Target Audience**

The purpose of Battle Bunnies is for casual gaming entertainment. The target audience is casual gamers of any age. The cartoonish nature we plan to include will allow younger players to participate in a style of game that normally would be inaccessible to them due to more mature content in other versions of this game (ie Pocket Tanks). The competitive nature of the game, classic playstyle and historical references will also appeal to a more mature demographic.

**6.2) Advanced API’s**

* OpenGL will be used for the realtime 2D graphics during gameplay. Drawing the characters, projectiles, terrain etc will all be handled using OpenGL.
* Bluetooth will be used for the multiplayer aspect of the app. Players will be able to pair their device with another player within range to engage in bunny based combat.

**6.3) Additional Information**

* There is going to be variable difficulty AI system for single player games.
* Several assets (images, sounds) will have to be created.
* The single player will be implemented first, but with a communication method that allows for easy expansion to multiplayer.

**6.4/6.5) UI Mockups and Control Flow**

See below.





