

Recoil: Project Charter

Team: Riley Robertson, Walter Jacquette, Kyle Brown, and Nicholas Fordyce

PROBLEM STATEMENT

Most shooter games consist of the player moving their character and firing at enemies. These actions happen independently, and in some cases, the player just needs to hold down the fire button and dodge to succeed. Recoil is a 2D shooter with an interesting twist: the kickback from your gun is how you move the player. Players must balance using their gun to aim at enemies and steer themselves away from hazards at the same time. This tricky balance will provide a unique gameplay experience.

PROJECT OBJECTIVES

- Develop a movement system based off of gun recoil.
- Create a large world for the player to explore with custom graphics and interesting level design.
- Design enemies and bosses that attack the player by firing projectiles in different patterns.
- Have multiple guns and abilities for the player to collect throughout their journey.

STAKEHOLDERS

- Users: People who play video games.
- Developers: Riley Robertson, Walter Jacquette, Kyle Brown, and Nicholas Fordyce
- Coordinator: N / A
- Project Owners: Riley Robertson, Walter Jacquette, Kyle Brown, and Nicholas Fordyce

DELIVERABLES

- An executable created using Unity which is the full, playable game.
- Custom graphics created through Aseprite, a pixel art editor.

CS 307 Projects

- Kyle Brown, Walter Jacquette, and Riley Robertson
 - Scribe Scholars
 - Scribe Scholars is a web application that serves to be a full-on classroom software. It is intended to handle everything that would be necessary to have in a high school classroom such as homework, quizzes, in-class learning game, tests, and class statistics.
- Nicholas Fordyce
 - DnDeity
 - DnDeity is a web application that provides multiple tools to help users play the game Dungeons and Dragons. This website provided features for creating characters, building dungeons, and playing the game in real time with other users. We used React on the frontend, Flask for our backend, MySQL for our database, and AWS for hosting.