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  The game I am proposing is called *surviving society.* Thisfocuses on where you live, I. E. the suburbs or urban area, and how much money you have. This Topic is important for society at large because it lets them see what is like for other people to grow up in a different environment and way of life. This game will hopefully, through tangential learning, help people be more aware of where and what we are borne into can affect the way our lives pan out.

The game is based on horde mode survival game where the character has a set amount of resources from the start and a pre-made base. The enemies would be the focus of the object-oriented design.

The user controls a character that can move around using the standard w, a, s, and d movement system. (S)He has a weapon equipped that fires projectiles at the enemies. Based on where you live, you will have better resources at your disposal, aka powerups. The enemies chase the player and tries to kill you. They do more or less damage depending on how much money you have. You also get better weapons depending on how much money your player starts out with.

* + The world’s name will be **SurvivalWorld**
    - will have a width and height of 800px
      * No actors can move outside of the world bounds
    - Will construct the world with all the necessary actors
      * **Player**
      * **Enemies**
      * **Props**
    - Displays all the text on the screen
      * Score
      * **Player** health and shield
  + Player
    - Moves around using:
      * w or up arrow to move up
      * s or down arrow to move down
      * a or left arrow to move left
      * d or right arrow to move left
    - faces wherever the mouse’s position is
      * fires a **bullet** in the mouse’s direction when the left button clicked
    - Takes damage
      * From **Enemies**
  + Enemies
    - Movement
      * Randomly around map until near **Player**
      * Moves towards **Player** when close
    - Damages **Player**
      * Uses an attack
        + Explosive
        + Punch
    - Takes damage from **Weapons**
  + Weapons
    - Ranged **Weapons**
      * Fires **Projectiles**
        + Arrows
        + Bullets
        + Bombs
      * Has a fire rate
    - Close combat **Weapons**
      * Damages **Enemies** on hit
      * Wears down
  + Projectiles
    - Damages **Enemies** on impact
    - Self-Destructs after a set time
    - Moves based on a set speed
    - Has a projectile image assigned to it
  + Buttons
    - Allows the user tointeract with the world
    - Tracks mouse movement
    - **Play**
      * Allows the user to start the game
    - **Quite**
      * Allows the user to quite the game
  + Props
    - Needs an image
    - Does not interact with the world
    - Is scaled to fit in the world properly

Verb List

game simulates (horde survival game)

game “has” a player, enemies, and props

game ends // survives 10 waves

player “has” weapons

player moves // up, down, left, and right

player attacks //enemies

player "has" (score)

player gains Score // killing enemies

enemies moves //towards player

enemies attack // player

enemies “takes” damage

bullet “has” position

bullet “has” speed