PROPOSAL FOR $TEAM_NAME

Submitted by: Tony Li, Bryan Quinlan, Zachery Thornton, Steven Fortier, Adam Christensen

2/8/2015 $TEAM_NAME

$COMPANY_NAME

Problem Statement

Fructus Victus is a procedurally generated first person exploration game, written in Java using libGDX. Fructus Victus makes use of existing ray-casting rendering techniques in order to emulate the visuals seen in Wolfenstein 3D and Doom. The goal of Fructus Victus is exploration and survival through a labyrinth. What you discover and accomplish within Fructus Victus is up to the user, and the aim is to make an experience that will be unique on each playthrough.

Upon pressing “New Game”, the user then finds themselves inside of a cavern with little instruction. After exploring the area, the user will discover more about the world around them. They soon find that they are not the only one here, and quickly it becomes clear something sinister is afoot. As the user moves into subsequent rooms, avoiding traps and searching for clues, the situation becomes more clear. The world's fruit has begun to mutate, and its up to you to search for the answer at the source.

Value Proposition

Fructus Victus is being created to entertain those who wants to relive their childhood days of playing games like Doom. Ray-cast rendered games have been around for decades but have fallen out of favor recently. This project will demonstrate how powerful ray-casting still is. Combining the simplicity of ray-casting and the consistent uniqueness of procedurally generated worlds will reward the users with an experience they will never forget.

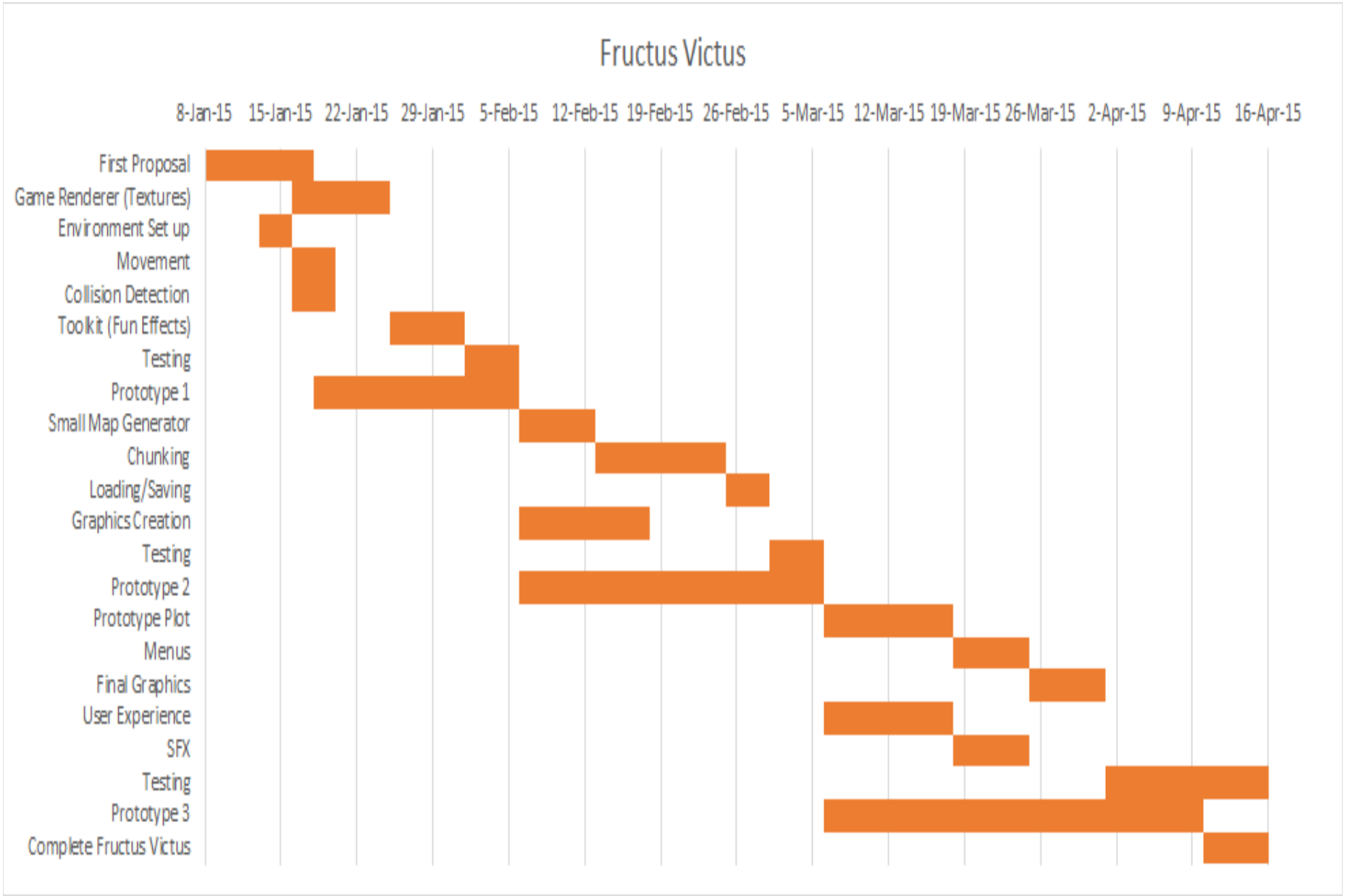
This game shies away from game stereotypes of violence and action. The game can be rated E for everyone, which will ensure it can be played by children. With this audience, Victus has the potential to show that ray-cast rendered games can still be relevant in today’s video game world.

Communication Plan

Constant communication will be achieved by utilizing an agile-style development board called Trello. Trello is a website that tracks what each group member is contributing to for each portion of the game to alleviate any work conflicts. Facebook chat will be the method of contact that will be used to contact all members. To contact team members face-to-face, our group will have weekly meetings. All code and documentation will be pushed to Github for version control.

Action Plan

Action	**Persons Responsible**	**Time Frame**
Environment Set Up	All	1 Day (1-16)
Create Raycast Renderer w/ Textures	Zach Thornton & Adam Christensen	(1-25)
Map Generator	Tony Li & Bryan Quinlan	(2-13)
Chunking System	Zach Thornton & Adam Christensen	(2-25)
User Experience	Steven Fortier	(3-18)
Loading/Saving	Steven Fortier	(3-1)
Prototype Story / Script	Bryan Quinlan & Tony Li	2 Weeks (1-23)
Documentation	All	Constant
Testing	All	(2/1 - 2/6) & (3/1 - 3/6) & (4/1 4-10)
User Experience	All	(3-18)
Menus	Adam Christensen	(3-25)


Fructus Victus
8-Jan-15
15-Jan-15
22-Jan-15
29-Jan-15
5-Feb-15
12-Feb-15
19-Feb-15
26-Feb-15
5-Mar-15
12-Mar-15
19-Mar-15
26-Mar-15
2-Apr-15
9-Apr-15
16-Apr-15
First Proposal
Game Renderer (Textures)
Environment Set up
Movement
Collision Detection
Toolkit (Fun Effects)
Testing
Prototype 1
Small Map Generator
Chunking
Loading/Saving
Graphics Creation
Testing
Prototype 2
Prototype Plot
Menus
Final Graphics
User Experience
SFX
Testing
Prototype 3
Complete Fructus Victus