**PROPOSAL FOR $TEAM\_NAME**

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

**1/11/2015** **$TEAM\_NAME**

**$COMPANY\_NAME**

**Problem Statement**

Fructus Victus is a procedurally generated first person exploration game, written in Java using LWJGL (Lightweight Java Game Library). 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 one instruction: "Find the source of the mutation!". On the wall in front of the user, instructions for movement and interaction are listed. As the player moves into subsequent rooms, avoiding traps and searching for clues, the situation becomes clearer and clearer. The world's fruit has begun to mutate, and its up to you to search for the answer at the source: inside the fruit itself!

**Value Proposition**

Fructus Victus is being created to entertain those who wants to relive their childhood days of playing games like Doom on the calculator in middle school. 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.

**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 quickly contact all members. Zach Thornton has been nominated as project leader and will delegate tasks to group members in order to keep the team on track.

**Action Plan**

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| **Action** | **Person Responsible** | **Time Frame** |
| Environment Set Up | All | 1 Day (1-16) |
| Create Raycast Renderer | Zach Thornton | 3 Days (1-19) |
| Map Generator | Tony Li | N/A |
| Create Placeholder Textures | Adam Christensen | 2 Weeks (1-23) |
| Game Logic | Steven Fortier | N/A |
| Prototype Story / Script | Bryan Quinlan | 2 Weeks (1-23) |
| Documentation | All | N/A |