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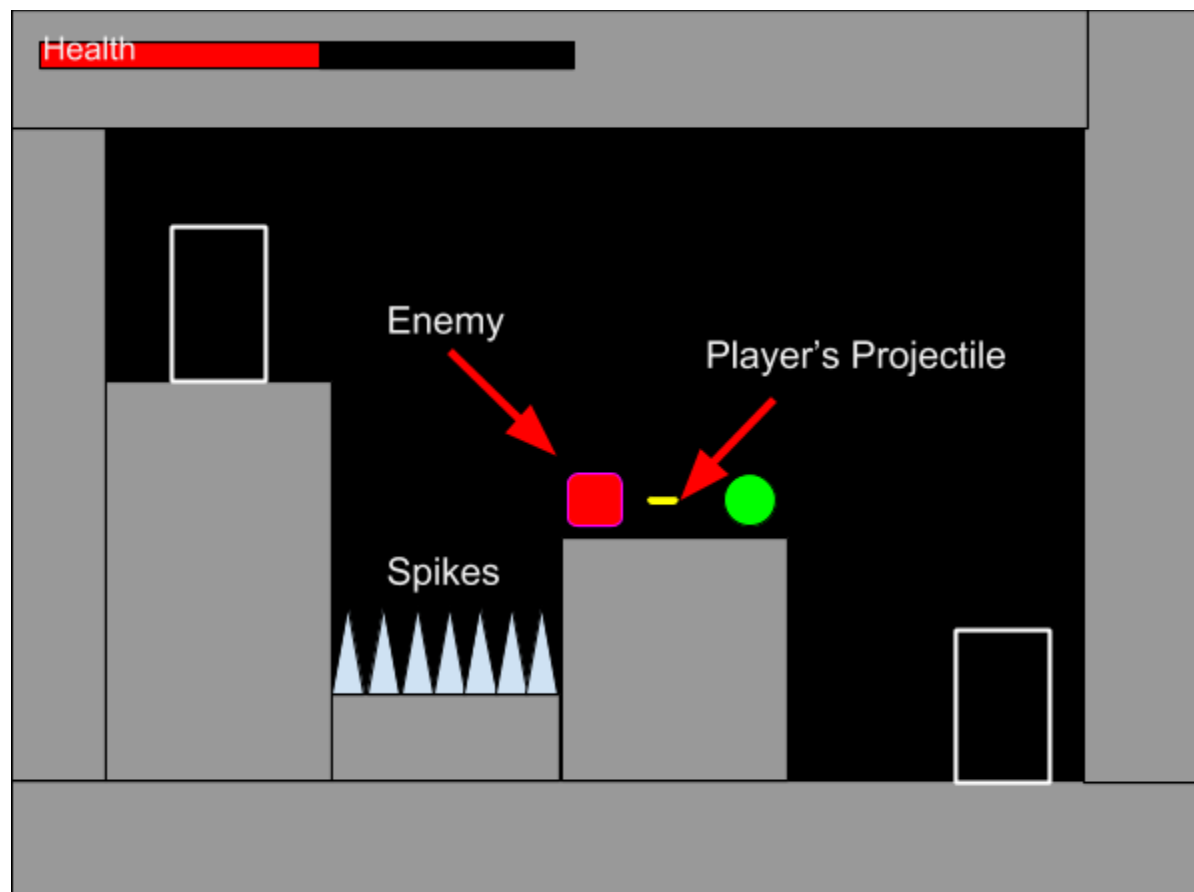
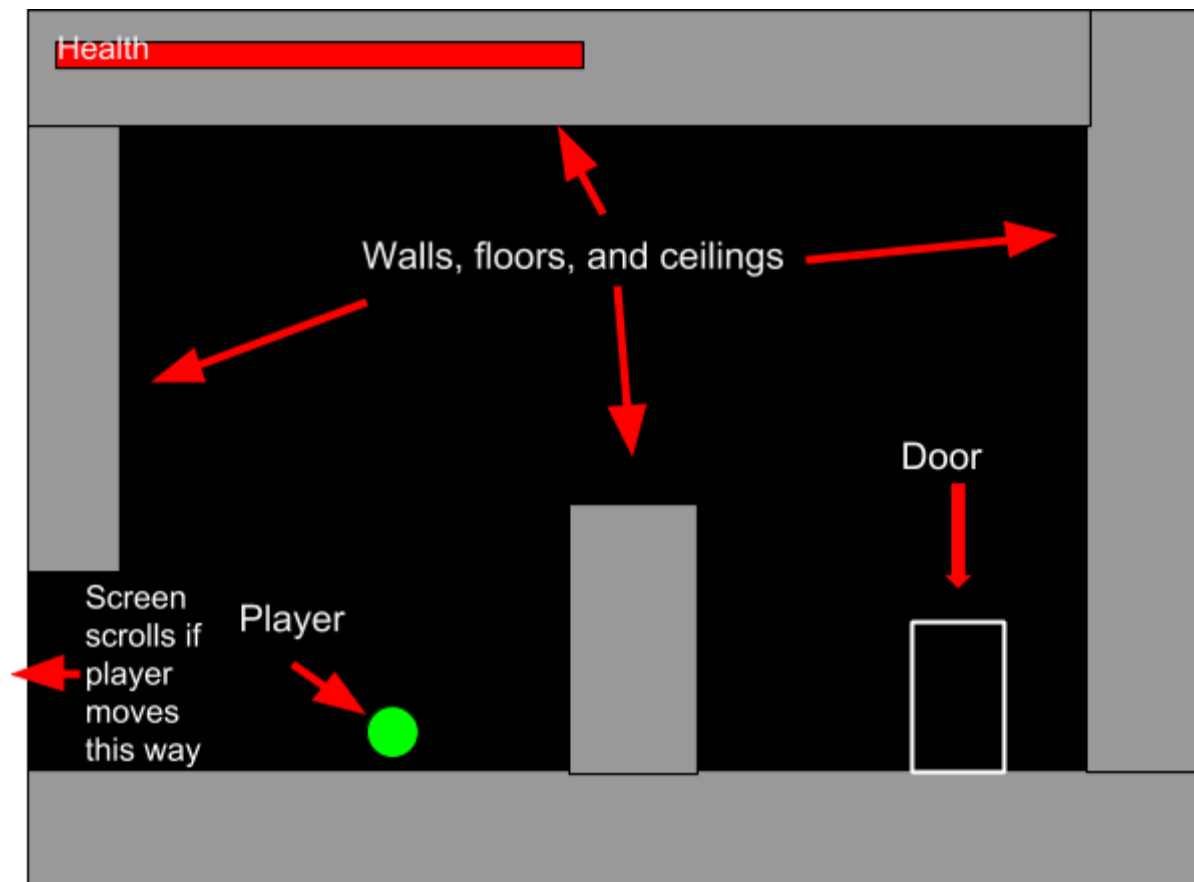
Title: Platform Game (Formerly Evolution Game)

Project Summary: A single-player platformer game of the “metroidvania” genre where the players can explore a world consisting of several rooms, collecting items to aid in their progress and defeating enemies along the way. This is a significant change from the original project vision, which was an evolution simulation “game”. The old idea was dropped in favor of something more enjoyable with a greater class variety.

Project Requirements:

ID	Requirement
1	The user must be able to move their character around the game world.
2	The user must be able to encounter a variety of enemies and hazards.
3	The user must be able to interact with enemies, through means such as attacking them and taking damage from them.
4	The user should be able to find items that grant their character new abilities
5	The user should be able to switch screens when entering a door.
6	The user should have the screen scroll to keep their character visible when nearing an edge in a large room.
7	The user should have a way to win the game.
8	The user should have a way to lose the game.
9	The user should be able to have their character collide with objects.
10	The user should be prompted with an easy to navigate title screen before starting the game.
11	(Stretch) The user should be able to save and load their game
12	(Stretch) The user should be able to encounter one or more boss monsters in order to have a challenging experience to overcome.

UI Mockups:



Title

Start

Possible Load Button

Quit

Class Diagram:

