

Team Name:???

Team Members: Tyler Kirkman, Dang Khoa Nguyen

Game Name: Kinna Killin' Things

Proposed Work:

1: The main character, Kinna, travels through each level killing various undead characters and their Boss Characters.

2: The characters are twofold.

Kinna: The Main Character, she wields an axe which she uses to dispatch her undead foes. Also will operate on a life bar similar to Castlevania, or Legend of Zelda. Her behavior will consist of running left or right, jumping, and attacking. We may include special attacks later on but that's not a present concern.

Enemies: The Enemies will consist of various standard monster things, skeletons, zombies, goblins, and ghosts. Each level will end with a Necromaster boss battle, generally will be a large and more powerful version of the enemies found in that stage. Their general behavior will be to run towards the player character and attempt to hit her. Bosses will have their own attack patterns which we will flesh out later.

3: The conflicts will consist of the Main Character, Kinna, combating the hordes of the undead, to what end? We haven't decided yet.



4: Main Character Idle Sprite.



Main Character Stat Panel face Icon.

5: The game will be programmed in C++/SFML, possibly Python/PyGame.

6: Ostensibly we will be utilizing OGRE for this game, if it can be leveraged for a 2D system. I'm not familiar with many other tools. More than likely we will utilize a dedicated 2d graphics library such as SFML.

7: I plan to allow the use of either a Keyboard and Mouse interface, or a USB Gamepad (This is optional and will be implemented later on if time permits).

8: The milestones I can foresee are to 1: Get the framework together for loading art and sounds into the game. 2: Player Input and proper animation of sprites. 3: Collision Detection and any other calculations that will need to be considered. 4: Adding content and levels. 5: Bug testing. 6: Release.

I foresee 1: taking perhaps about a week or so, given that neither of us have experience utilizing OGRE for 2D art. 2: Will take probably around another 2 weeks, especially if we intend to add support for gamepads. 3: Will say another 2 weeks due to the amount of trial and error we'll need to do on the calculations we'll need.

4: Unsure, I have a few people working on sprites and other art resources, so ostensibly those will be done by this point and we can just add levels very easily, I'll guess 1 week. By this point, hopefully there won't be many bugs due to the simple nature of this game, so bug testing should only take a few days. So all in all I'd say 8 weeks for a fully working game, and at that point we can continue to add content.

9: The main challenge will be coordination between team members, since we both have other classes and homework to worry about, as well as potentially jobs, we won't be meeting outside of class. So the

way to deal with that is to create Clear Goals that we will accomplish and then integrate together the final work.

10: Unsure as to how we'll be delegating work as we need time to discuss this in person with each other.

11: Everyone loves the sorts of retro-y games like Mario and Castlevania, so with the art style we're going for and tried and true gameplay, we feel this will be an entertaining project, not necessarily innovative or "Wow that's super cool!", however, we only have a limited team and short production period so we can't shoot for the moon here.

12: It's modeled somewhat after Ghosts n' Goblins and Castlevania, for the Nintendo Entertainment System.