

# CS426 Game project proposal

Team name: Phoenix

Team members: Nicholas Dorbin

Game name: Bull in a China Shop

Proposed work:

1. Provide an overview of your game (give a short description about the game, i.e., game plot, objective, etc.):

Bull is launched from a cannon and has to destroy a certain amount of china before the timer runs out.

2. What are the characters and their resources (e.g., health points, number of characters, weapons, etc.) in the game? What are the behaviors of the characters and how do they interact with each other and their resources?

Bull bounces off walls & china until he loses momentum or the timer runs out for that round. He can bump into power-ups to advance or hinder his goal. One such power-up is the "double speed" panel that will boost his speed for a small amount of time.

3. What types of conflicts do you have in the game?

Player vs. Timer. Traps and other obstacles hindering the player from destroying some china. Limited number of bulls to launch per level.

4. Provide sketches/drawings to show how your game will be played. (Attach to this page)

5. What is the main language you will use to implement the game?

C# / Javascript

6. What tools/libraries you will use?

Unity.

7. What types of user interface will you provide/use?

Top down camera view. Line showing the bull's initial trajectory.

8. What are the milestones you plan to have? Please give a short description and an expected finish time each for milestone.

- Program basic trajectory physics.
- Program destruction of china objects
- Design interesting traps & power ups
- Design interesting map layouts
- Program traps and power-ups from most to least important

9. What are the difficulties/challenges do you foresee? How do you plan to address them?

- Figuring out the Unity built-in physics – Read lots of Unity documents.

10. How would you divide the tasks among your team members (if more than one)?

11. Why do you think your game is interesting/exciting?

Combines simple interaction with puzzle/action elements.

12. Do you model your game after an existing game? If so, what is it?  
Breakout.