

Cesar Alvarado

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CCS18 Prof. Scott

## **Final Project Outline**

### **Libraries that I plan to use in my project:**

- P5 Play
- P5 Scene Manager
- P5 Sound
- P5 Collide2D

### **Type of Project: *Video Game***

### **Name of Project: *Chronicles of an NYU Student***

### **Game Concept:**

You've been accepted to college, you are now part of the millions of people around the world that spend hours studying for an exam every week. Now that you are part of this community, your task is to graduate. During the path to this goal, you will encounter many challenges and rewards. You will meet people, join clubs, receive internship opportunities, eat food but you will also make bad decisions, pay tuition and you might even have crisis regarding your major.

All of this will take place in the context of NYU. This is a game that will have a total of 5 levels. Levels will be ordered like college (Freshman Year, Sophomore Year etc.) The final level takes place after completing the senior year level. This will be a boss level where you will face the boss Andy Hamilton to receive your diploma. Once you receive it, you beat the game.

## Outline:

### CPUs:

Enemy	Shots to Kill	Levels that will contain enemy
Bad Decision	2	1,2,3,4
Hangover	3	1,2,3,4
Gen Ed. Class	1	1,2
Class important to major	4	3,4
Bad Friend	3	2,3,4
Andy Hamilton	20	5
Financial Pressure	5	1,2,3,4

### Rewards:

Object	Points	Levels that will contain enemy
Good Friend	5	1,2,3,4
Fun Night Out	3	1,2,3,4
Food Item	2	1,2,3,4
Internship	20	3,4
Research Opp.	20	2,3,4
Diploma	inf	5
Study Abroad	10	2,3,4
Find your calling	10	3,4

### Player:

Action	Button
Jump	Space
Shoot	Q
Move Left	<-
Move Right	->
Move Down	↓
Move Up	↑

If the Player receives 50 points, he gains a Patience point which will be the life system in the game.

➤ Each Level of the game will become more difficult.

### Scenes in Game:

- **Startup Scene:**
  - **Play Game:**
    - Will take you to the Freshman Year Scene
  - **Options:**
    - Creates a scene where you can change the music volume, mute the music or mute the sound effects
- **Freshman Year:**
  - **Midway Point for middle of semester:**
    - Changes Spawn Location of Player in Level
  - **Objects:**
    - **Enemies:**
      - **Bad Decision**
      - **Hangover**

- Gen Ed. Class
    - Financial Pressure
  - Floor
    - Static Floor
  - Sky
    - Looped Image of NYC streets
  - Rewards:
    - Good Friend
    - Fun Night Out
    - Food item
  
- **Sophomore Year:**
  - Midway Point for middle of semester:
    - Changes Spawn Location of Player in Level
  - Objects:
    - Enemies:
      - Bad Decision
      - Hangover
      - Gen Ed. Class
      - Financial Pressure
      - Bad Friend
    - Floor
      - Static Floor
    - Sky
      - Looped Image of NYC streets at Night (Spooky Hours)
    - Rewards:
      - Good Friend
      - Fun Night Out
      - Food item
      - Research Opp.
      - Study Abroad
  
- **Junior Year:**
  - Midway Point for middle of semester:
    - Changes Spawn Location of Player in Level
  - Objects:
    - Enemies:
      - Bad Decision
      - Hangover
      - Class Important to Major
      - Financial Pressure

- **Bad Friend**
  - **Floor**
    - **Static Floor**
  - **Sky**
    - **Looped Image of NYC streets at Dawn (Kinda Spooky Hours)**
  - **Rewards:**
    - **Good Friend**
    - **Fun Night Out**
    - **Food item**
    - **Research Opp.**
    - **Study Abroad**
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- **Senior Year:**
  - **Midway Point for middle of semester:**
    - **Changes Spawn Location of Player in Level**
  - **Objects:**
    - **Enemies:**
      - **All except Gen Ed Classes and Andy Hamilton**
    - **Floor**
      - **Static Floor**
    - **Sky**
      - **Looped Image of NYC streets at Dawn (Kinda Spooky Hours)**
    - **Rewards:**
      - **All except Diploma**
- **Boss Level:**
  - **Static Level**
  - **Objects:**
    - **Rewards:**
      - **Diploma**
    - **Enemies:**
      - **Andy Hamilton**
- **Game Completed Scene:**
  - **Will Congratulate You**
  - **Button to Start up Scene**
- **Game Over Scene:**
  - **Will Hate on**
  - 
  - **You**
  - **Button to Start up Scene**