

## Team 11

Dylan Herrig  
James Glass  
Zach Bruennig  
Kate Ramge  
Ryan Kass

## Flingshot

### Project Synopsis

An infinite mobile jumper game which uses the touch screen to control the character.

### Project Description

Our plan is to create a fun and addicting mobile game with infinite replayability. To accomplish this, the game will be endless - the game only ends when the player messes up. All obstacles will be procedurally generated and randomized, so the same pattern will not appear over and over. That is, every time there will be a new challenge or arrangement to face. For our team, the technology we will use verges toward the territory of unfamiliar, while still having some concepts which feel natural to us. All team members will have things to learn and master. We have an opportunity to be very creative with our obstacles, and this freedom will allow us to make our app stand out from similar products. As a result our design philosophy revolves around generating the base game, then pack as many cool features as we can into our stages. Ultimately, we want to have a successful, profitable app published on the Apple and Android app stores, as well as a maintenance plan after the conclusion of this project.

### Project Milestones

- 1.) Sling shot physics
- 2.) Ledges + ledges physics
- 3.) Randomly generating
- 4.) Increasing complexity
- 5.) Power ups
- 6.) Different ledges
- 7.) Different obstacles
- 8.) Left - right paths
- 9.) Downward paths
- 10.) Angled paths
- 11.) Increasing path complexity

### Project Budget

#### Resources:

- Software
  - Unity Pro: \$125 per team member per month

- Photoshop, Illustrator, and Blender: Already Acquired
- Hardware
  - Computers & Mobile devices: Already Acquired

Vendors:

- Unity: Unity Pro
- Apple: App Store

Special Training:

- Unity Tutorials might aid in the creation of this app

Estimated cost: \$200 + \$125 per team member per person

- Considering that we are producing this application without a salary. Cost for creating a mobile game like this is rather low.

When Required:

- Unity Pro is needed as soon as possible
- Apple app store license isn't needed until the project is finished

Work Plan (in progress)

Dylan - Frontend, help with databases, open to options, also can assist with asset/general UI creation. :\

James - Design/Implement the character and UI. General coding. Aiming to be a Full Stack developer. :(

Zach - Backend work, algorithms, database management, and general testing. :0

Kate - Backend with a little bit of frontend work. >:(

Ryan - Frontend and misc works. Implementing menus and popups. Maybe backend for leaderboards. X(