Team 25
Members: Connor Sutton, Aidan Schmelzle, Daniel Johnson, Mason Hawks, Jacob Wagner

Name:
Project Nineveh

Synopsis:
Roguelike video game influenced by ancient civilizations of the Near East.

Description:
The goal of our project is to combine our varied, interdisciplinary interests and create a game set against the backdrop of the ancient Near East and the cultures of the Babylonians, Assyrians, Persians, etc. We hope to fully indulge in our creativity while drawing on inspiration from games such as Hades, Dead Cells, Cuphead as well as other forms of art. While we have an artist/animator, we do not have a musician, so we are looking to explore generative AI techniques as well as style transfer to produce music before resorting to what we can find in the public domain. As with many modern Roguelikes, we plan to use procedural generation to randomize the content and give the core of the game substantial replayability. The setting and story are inspired by the historical account of Xenephon, the Greek philosopher, historian, and general, and his encounter with the abandoned and forgotten city of Nineveh, the capital city of the largest empire the world had ever seen just 200 years before. Our game will focus on the 'city gods' of locations like Babylon and Nineveh, and the player character will fight to reestablish the dominance of a forgotten and jealous god.
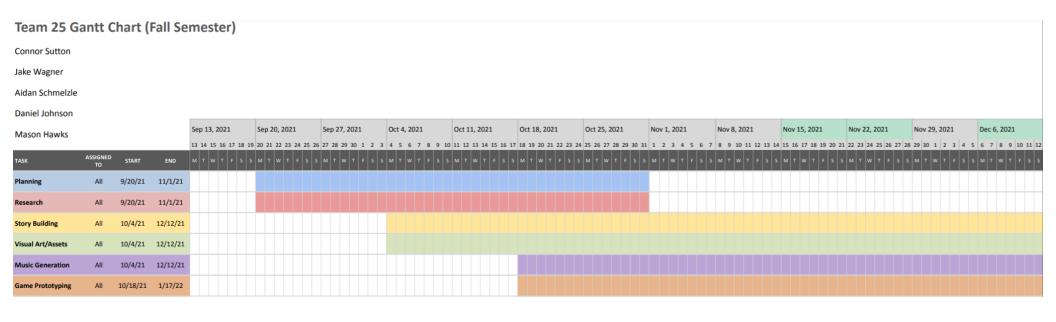
Semester 1 Milestones:
- Planning [9/20 - 11/1]
- Research(maps, level design, character/boss design) [9/20 - 11/1]
- Art Development/Concepts [9/27 - 12/10]
- Game Prototyping [9/27 - 12/10]

Semester 2 Milestones:
- Initial development & implementation [1/17 - 2/7]
- Debugging/Reworking [2/7 - 3/7]
- Minimum viable product [3/7 - 4/4]
- Extra development/add-ons [4/4 - 5/6]

Budget:
Art/animation budget - $300 | Required in the Game Prototyping/Initial Development stages, around January 2022
Music budget - $200 | Same as art/animation budget
Steam Direct charge - $100 | Required upon completion

Team 25 Gantt Chart (Fall Semester)

Connor Sutton
Jake Wagner
Aidan Schmelzle
Daniel Johnson
Mason Hawks

TASK	ASSIGNED TO	START	END
Planning	All	9/20/21	11/1/21
Research	All	9/20/21	11/1/21
Story Building	All	10/4/21	12/12/21
Visual Art/Assets	All	10/4/21	12/12/21
Music Generation	All	10/4/21	12/12/21
Game Prototyping	All	10/18/21	1/17/22

Team 25 Gantt Chart (Spring Semester)

Connor Sutton
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Daniel Johnson
Mason Hawks

TASK	ASSIGNED TO	START	END
Initial Implementation	All	1/24/22	2/7/22
Debugging/Reworking	All	2/7/22	3/7/22
Minimum Viable Product	All	3/7/22	4/4/22
Extra Development	All	4/4/22	5/6/22