Team Name: Monster Master

Team Members and email addresses:
- Cammy Vo - c715v349@ku.edu
- Kurt Slagle - kslagle@ku.edu
- Colton Roemer - colton.roemer@ku.edu
- Nicholas Roudebush - nroudebush@gmail.com
- Austin Bailey - a604b997@ku.edu
- Charles Thomas - Chuct2@ku.edu

Team Meeting time:
- Saturday 12:00 PM

Lab Meeting time:
- Friday 4:00-5:50 PM

Contact:
- Kurt Slagle - kslagle@ku.edu

Project Sponsor (if any):
- None

Project Description (150-250 words)
- Why is the project being undertaken? Describe an opportunity or problem that the project is to address.
  - The project is being undertaken because we see an empty niche in the game market, and we want the experience and modularity that developing our own game engine provides. Most of Nintendo’s pokemon games are sold to adults who played them as children, and to create a creative, fun, more mature game for them that can be handled on a mobile device requires a dynamic, well-designed sleek engine.

- What will be the end result of the project?
  - The end result of the project is a functioning engine with a basic game on top which can be easily scaled because of engine support.

Project Milestones

**1st semester**
- Wiki update: Write pseudo about engine and game, along with its functions. Document Engine frameworks, both current and planned, and usage. Expected Completion: 10/8/2016
- Graphics Milestone 1: Use the engine combined with textures to generate a one-layer level consisting of a single sprite representing the character and a number of other sprites representing tiles that can be crossed and cannot be crossed. Expected Completion: 10/14/2016
- Graphics Milestone 2: Animated sprites. A sprite sheet can be loaded into memory and used to animate a sprite on-screen, which may loop the animation if desired. Expected Completion: 10/24/2016
- Graphics Milestone 3: Three layer level with changing sprites for each direction including frame sliding for movement which uses the moving sprite for its duration. Expected Completion: 11/11/2016
● Game Milestone 1: Useful shop interface and implementation in a console-based version of the game. Expected Completion: 10/21/2016

2nd Semester
● Port to android: Have the game capable to be run on mobile devices and place the game on the app store. Expected completion: May 2017
● Particle Systems: Particle effects can be used in-game Expected Jan 2016
● Engine Milestone: Physics system. The engine can simulate some physics, such as rolling and bouncing items. Expected Feb 2016
● Dynamic Lighting: Lighting based on current level/terrain. Expected completion: March 2017

Project Budget
● Hardware, software, and/or computing resources
  ○ None
● Estimated cost
  ○ 25$ (fee to put a game on android app store)
● Vendor
  ○ Android app store
● Special training (e.g., VR)
  ○ None
● When they will be required?
  ○ The vendor cost will be needed at the very end of the project if we decide to post the game on the app store

Work Plan
● Who will do what?
  ○ Kurt - Engine lead
  ○ Austin - Game design/lead
  ○ Cammy - To work on anything from engine to game, most likely to work on engine
  ○ Nick - Wants to do AI or multiplayer networking or something with database design. But really just something with the engine.
  ○ Colton - Flexible, engine potion seems most likely
  ○ Charles - Flexible, game portion seems most likely

Github link
● https://github.com/JayhawkZombie/EECS581Project/