Group Name: Blue Barracudas
Group Members:
- idlapacjt (T.J. Capaldi, tcapaldi3) [A1]
- hedgehog (Allen Tsai, atsai31) [A1]
- mjp14 (Matthew Parangot, mparangot3) [A2]

Game Name: Moe De Gras (working title)

// GAME CONCEPT

Basic features:
- 2.5d lawn-mower action game
- Two-player versus local matches
- Time limit ends matches (1-2 minutes most likely)

Level design:
- Top down fixed camera
- Two houses visible with adjacent front lawns divided by a fence

Winning conditions:
- A) One player has cut a higher proportion of grass than the other player when time is up

Player 1 Controls:
- Arrow keys :: Movement
- M :: Use power up

Player 2 Controls:
- WASD :: Movement
- Left Ctrl :: Use power up

// GAME DETAILS

Players:
- Each player directly controls a lawn-mower avatar
- Each player is a different color
  - Color corresponds to assigned house/lawn
- Each player has two basic abilities
  - Cut grass (happens automatically wherever the player is)
 - Use power ups (must be picked up first)

Grass:
- Each lawn begins filled with tall grass that needs to be mowed
- Players mow grass by driving over it
- Grass changes appearance when it is mowed

Obstacles:

- Hitting obstacles hinders the player in some way
- Examples:
    - Rocks cause a spin-out
    - Dog feces cause a slow-down
    - Squirrels immobilize the mower temporarily

Power-ups:

- Power-up items appear in the center of the map
    - Three spawn points along fence
    - Spawn point chosen randomly
- Players pick up power-ups by driving over them
- Power-ups come in two categories
    - Those that help the player
    - Those that hinder the opponent
- Helpful power-up examples
    - Temporary size increase
    - Grass bomb (kills area of grass near player)
- Hindering power-up examples
    - Send a squirrel into the other yard
    - Fertilizer bomb (grows area of grass near player on opponent's lawn)
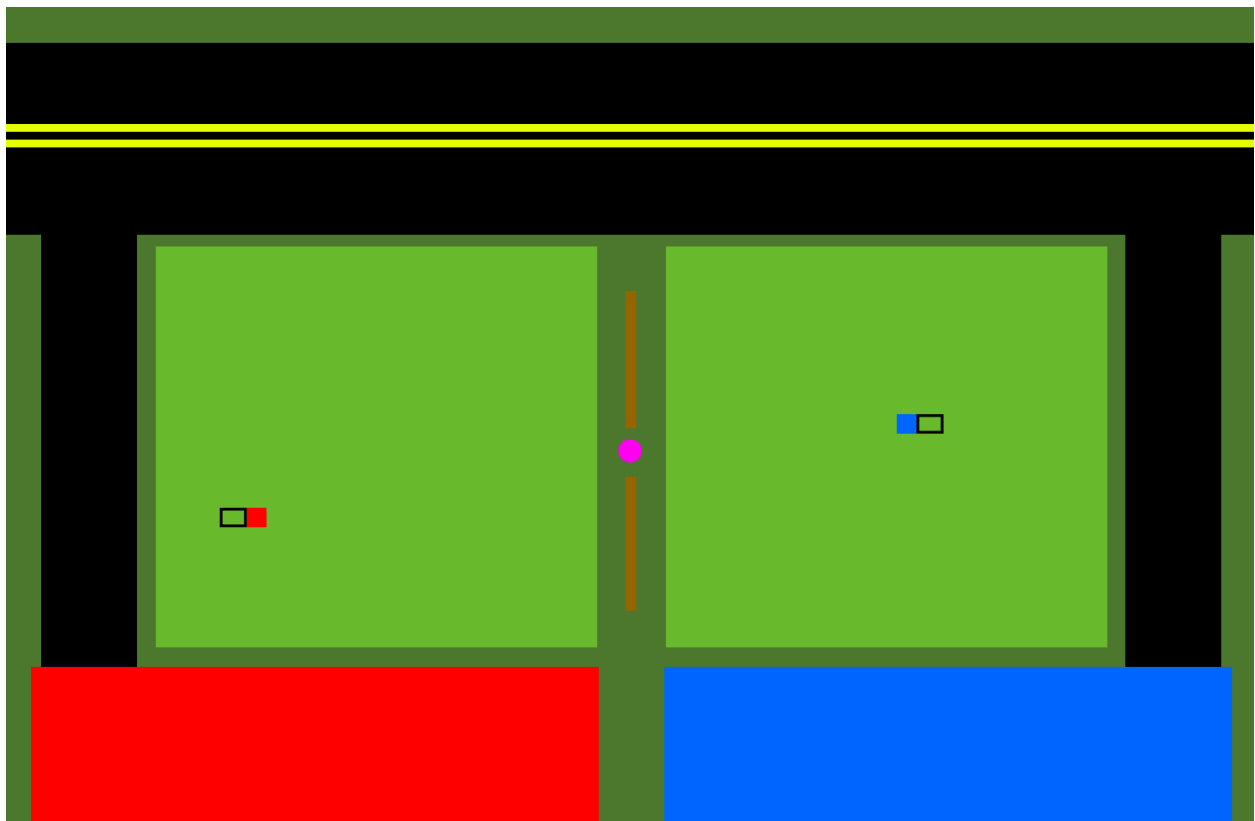
// GAME FEEL

Movement:
- Player movement is 2-dimensional (World rendered in 3 dimensions)
- Based loosely on real life lawn-mower movement

Grass:
- Cutting grass produces sound and particles

Obstacles:
- Obstacle interactions crucial for feel
- Examples include:
  - Sound effects
  - Spinning out
  - Camera shake
  - Slowing down or speeding up
  - Stopping completely
  - Changing size
  - Producing appropriate particles
  - Destroying obstacle

// INTENDED GAME EXPERIENCE

Desired outcomes:
- Excitement and frustration balance
- Repeated play and intense competition
- Mario Kart craziness of power-ups

Skills needed:
- Maneuvering lawnmower
  - Cut grass efficiently
  - Race for power-ups
- Avoiding obstacles

// SCHEDULE

	– PHASE 1 –
// Week 1	
Work to do	Planning and design • **Whole team:** Brainstorming • **Matt & Allen:** Slides • **T.J.:** Planning Document
Playtesting	No
Deliverable Due	*G2, Monday*
// Week 2	
Work to do	Begin prototyping • **Whole team:** Build environment together • **Allen:** Script basic obstacle • **Matt:** Script basic power-up • **T.J.:** Script player movement
Playtesting	No
Deliverable Due	*G3, Monday*
// Week 3	

Work to do	Integrate prototypes
	• **Whole team:** Collaborative effort
	  o Based on previous week assignments
	  o Completed work should provide complete shell

Playtesting	Yes
Deliverable Due	*G4, Wednesday*
	– PHASE 2 –
// Week 4	
Work to do	Improve feel based on feedback • **Allen:** Script more obstacles • **Matt:** Script more power-ups • **T.J.:** Add two-player feature
Playtesting	No
Deliverable Due	*None, Thanksgiving*
// Week 5	
Work to do	Integrate everything with two players • **Allen:** Improve obstacle feels • **Matt:** Improve power-up feels • **T.J.:** Manipulate and tune game rules/parameters
Playtesting	Yes
Deliverable Due	*G5, Wednesday*
// Week 6	
Work to do	Final tweaks and presentation preparation

	● Assignments determined by needs and individual skills o No major changes to game
Playtesting	No
Deliverable Due	*Final game, Sunday night*
Final Presentation	**Wednesday, December 10th, 2:50pm**