

Sarimishi

Baker's Dozen

DUCA – Independent Team Project Proposal

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The Problem Statement

This game is of a genre that is not too well-represented on the iPod Touch or the iPhone. The basis of the plot is based off of pastries, which is a wide and varied theme that has been neglected in the video game industry up until now. By playing the game, the player develops skills in strategy development and fast thinking while they make quick choices over which Cake to place on the field. By the end, the player will have had a good taste of the strategy / tower-defense genre.

Mission

The mission of the game is to provide a different and fun take on the tower-defense video game genre, as well as to determine, plot wise, the victor in the battle between the Cakes and the Pies. Baker's Dozen is a single-player experience that engages the player in real-time strategy as the enemies, the Pies, try and destroy your factory, which is located on the left of the screen. The task given to the player is to attack the opposing factory using the unique abilities of the cakes. Its whimsical concept and familiar, but unique, mechanics, as well as fun graphics, will make it very popular with this generation, who seem to gravitate towards randomness in their applications, as seen in the popular *Angry Birds*.

Context and importance of the system

The videogame, *Plants vs. Zombies*, by PopCap Games, is similar to our game. They both involve the player placing their units (Plants or Cakes) on the left and having them attack their enemies on the right. However, this game is different in that the Pies have a physical base to destroy in order to win, unlike *Plants vs. Zombies* where the objective is simply to survive a wave. Our game will take and alter significantly the core mechanics of PopCap's system, which will allow more variety to such a highly-rated game.

Scope of the system

In-Scope

The game will allow the use of three different Cakes and have three different Pies as enemies, and the Cakes will be placed on the field via touch-screen technology. Each side will have factories that are hit to allow for victory. Each cake will act in their own, unique manner, but they will not do too many complex things.

Out-of-Scope

The game will not allow the Pies be playable, will not contain all 50 Cakes and Pies already designed, will not allow the download of additional Cakes or Pies, will not include any other pastries, will not contain a monetary system, and will not contain modes other than the simple battle mode.

System Requirements

We are going to be using Xcode IDE to develop our iPhone application. We'll also be using the Interface builder and the iPhone Simulator that comes with Xcode. We're going to need a Scanner, provided by DUCA, to scan in images we draw.

Knowledge Acquisition

To do research for the project, we plan to borrow or buy books on Xcode, as well as on game design in general, especially if it contains a topic that would be relevant to our concept. We also wish to work with Melissa Aaron, who has had prior experience with iPod applications. Lastly, we will be researching tutorials on the internet, as well as studying the code for *Plants versus Zombies*.

Team Responsibilities

Dilan Alpay will be the Project Manager, as well as the leader designer; his tasks will include organizing the team and creating the graphics for the game. Matthew Bucci will be an assistant programmer to Sean Chung, as well as an interface designer; he will work with Chung, who has more computing experience, and learn as the project progresses. This same position will be shared by Tuhin Gupta, though he will be the assistant to Danny Megahan. Danny Megahan will be a head programmer and will be in charge of the logic behind the system. Sean Chung will be the other head programmer, but his task is different from Megahan's by having more jobs involving hardcoded information.