

Proposal – *Missile Command*

Game Overview



This game will be a J2ME remake of the 1981 Atari 2600 version of the game *Missile Command* for mobile phones. We chose the Atari 2600 version because it is more suited for mobile phones than the coin-op arcade version. This will however not be a straight port. Because of the narrow screen size of mobile phones, there will be fewer cities than the original, most likely four. Other improvements include updated sound and graphics, as well as both personal and online high score tables. In order to keep with the old arcade feel, the graphics will only be upgraded to late N64/early PlayStation quality. Other than these few improvements, the game will play exactly like the original, as it is a classic game, and if this version strays too far from the original, older players will not be satisfied. This game is targeted for all ages, as older players who played the original version in the 1980's will enjoy it, as well as younger generations. It will take about

15 weeks to create and will require a team of only 2 people.

Features List

- Late N64/early PlayStation quality 2D graphics
- Three difficulty levels
 - Training
 - Full Scale War
 - Armageddon
- Improved Sound with On/Off Option
- Online High score tables





Schedule

Group Proposal Planning Meeting: 9/14/05
 Proposal Delivery: 9/21/05
 Look + Feel Production Meeting: 9/21/05
 Look + Feel Delivery: 9/28/05
 Alpha Production Meeting: 10/19/05
 Alpha Delivery: 11/2/05
 Beta Production Meeting: 11/2/05
 Beta Delivery: 11/16/05
 Gold Production Meeting: 11/30/05
 Gold Delivery: 12/7/05

Task List

Task	Person	Status	Start Date	Duration	Target Deliverable	Notes
General screen layout	James Stump & Robert Ranieri	Open	9/22/05	1 week	Look + Feel	Figuring out number of cities, etc
Cursor movement and Firing of anti-ballistic missiles	James Stump & Robert Ranieri	Open	9/28/05	2 weeks	Alpha	
Cities and incoming missiles	James Stump & Robert Ranieri	Open	10/12/05	1 week	Alpha	
Collisions and Points	James Stump & Robert Ranieri	Open	10/19/05	1 week	Alpha	Use Original Point System?
Server setup and score keeping	James Stump & Robert Ranieri	Open	10/26/05	1 week	Alpha	
Explosion graphics	James Stump & Robert Ranieri	Open	11/2/05	1 week	Beta	Mushroom Clouds & Antibalistic missile explosions
Graphics development	James Stump & Robert Ranieri	Open	11/9/05	1 week	Beta	Missiles, Cities, Ground, Background
Final Tweaks	James Stump & Robert Ranieri	Open	11/16/05	3 weeks	Gold	Whatever comes up!