Adam Schulte Final Project Overview

Outline: Essentially, I revamped the bug squish game from earlier projects, where you use a joystick to move a cursor and you press the button to squish animated sprites. I added background music using two synthesizers with various effects and used a prerecorded game over sound. I created a start page, instruction page, and allowed the user to increase/decrease the number of bugs to squish, and the time allotted to squish the bugs. Whenever you squish a bug, a light on the Arduino flashes. I also added a life force feature where if you press the button and miss the bug, it takes away your life force, and if it hits 0, you lose. The other way to lose is to run out of time. The way you win is by squishing all the bugs. There is a win screen and a lose screen, each of which display the final score, and allow the user to return to the start screen.

Pictures:

A picture containing screenshot, purple, violet, magenta

Description automatically generated

A picture containing cable, electrical wiring, electronics, person

Description automatically generated

Link to video: https://www.youtube.com/watch?v=38-qS9-qoYQ

Future additions: Adding a missed bug sound so that way you know when you’re losing life force.

I could add high scores so that if a user plays multiple times, they can see their previous scores.

Maybe I could add different types of bugs that take more than one button press to squish, and they could be worth more points. Maybe I could add obstacles on the screen that would take away life force if hit.