Final Project: Game or Interactive Application

Prototype Documentation

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Status:

The project is around 70-80% completed. The game is currently functioning with the majority of controls and features. These last features should be implemented within a few more hours of work time and then the conversion to Android can begin.

Currently the Project has the following complete features:

Blocks: Blocks spawn and fall from the top of the screen. The speed increases while the game progresses. Blocks fall in a single column one at a time and trigger flags when they land on the “ground” and stack. The game keeps track of blocks mined and increases speed and a “clear” ability charge based on the number of blocks mined.

Hero: The Hero is moveable and is able to delete blocks below its placement. The hero also dies when a block lands on them.

Utility: The game has a counting “clear” ability that will clear all blocks on screen. This ability has a limited number of usages based on blocks deleted.

Outstanding Issues:

Increasing speed: The “bottom” alignment of the blocks don’t line up perfectly as the speed increases. I don’t think this is a big issue and doesn’t impact the gameplay, but it isnt astetically pleasing for later gameplay. I don’t think this will be hard to fix.

Features Pending:

Moving logic: Currently the hero can move unhindered from column to column. I need to implement some logic for movement based on the number of blocks stacked so the hero can only move up one block not more.

Score: I need to implement a score counter based on the height of the blocks destroyed and display this.

Game Over: The game needs to STOP when the gameover is triggered.