Andrew Wang

Programming 12

January 31, 2018 (2-2)

**Modifications of Dodger**

* Increase screen size to 1200 pixels by 800 pixels
* Have two modes: “Survival” and “Casual”
* Add new cheats
  + Invincibility (v): cannot be hit while active
  + Point tripling: triple point increases while active (only available for “Survival” mode)
* “Survival” mode
  + Accumulate free cheats per 1000 points
  + Must be activated by pressing “c” and is active for 7 seconds
  + Baddie settings increase by 20% per 500 points until max baddie size reaches 120 pixels, max baddie speed reaches 18 pixels, and add new baddies per 1 iterations
* Have two difficulty levels for “Casual” mode
  + Normal mode: 3 lives, baddie settings remain same as original
  + Hard mode: 2 lives, baddie sizes range from 10 to 80 pixels, baddie speeds range from 1 to 12, add new baddies per 3 iterations
  + Score of hard mode is weighted 2 times of score of normal mode
* Keep separate scores for “Survival” and “Casual” modes