OverClocked: Design Implementation

Developers: Stanley Fung, Andy Yiu, Gabriel Chan, Adrian Wong Dec. 18 2011

Preliminary Software Evaluation:

OverClocked is a game designed to be very difficult to beat, to the point where it is just unfair. The first couple of levels will be possible, but the ones at the end will be next to impossible. The game will be played in intervals. Every 7 minutes will be one day in the player’s score. 2-3 minutes of the day will be designated to playing a series of mini-games. If the player successfully beats these mini-games, he will earn currency. This currency can be used to purchase “hacks”/ power ups. These powerups will make it possible for the player to complete the main game. They will be able to save their progress and the highest score will be based on how many days it took them to complete the main game.