

A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light green. They are positioned diagonally, with the blue one partially covering the green one.

# Nostalgia Game Development

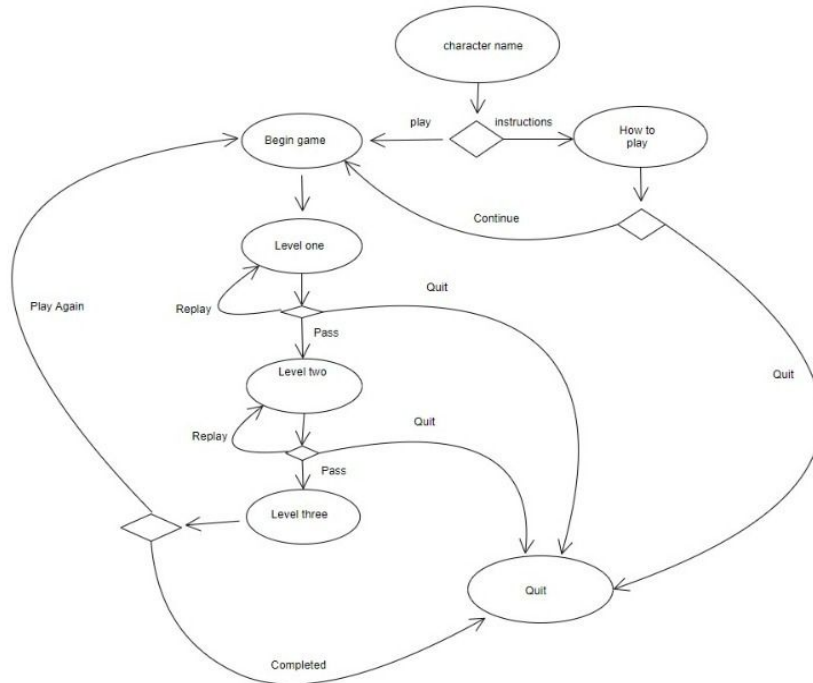
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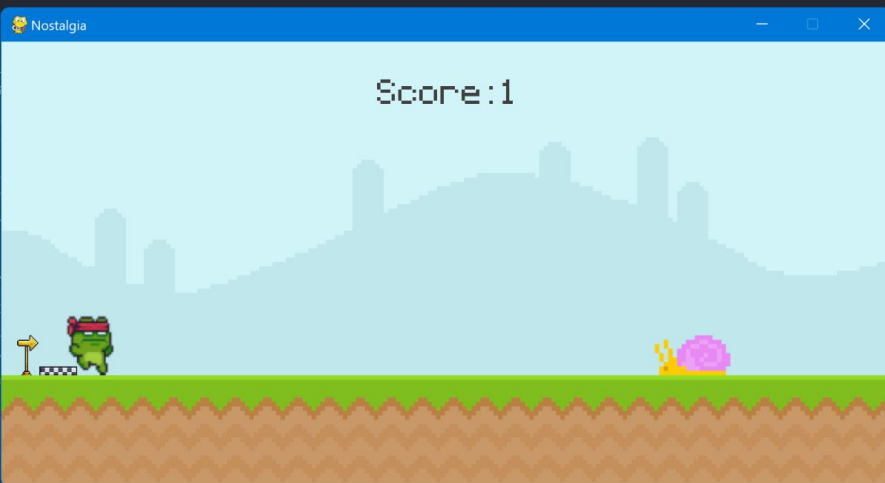
# Game Overview

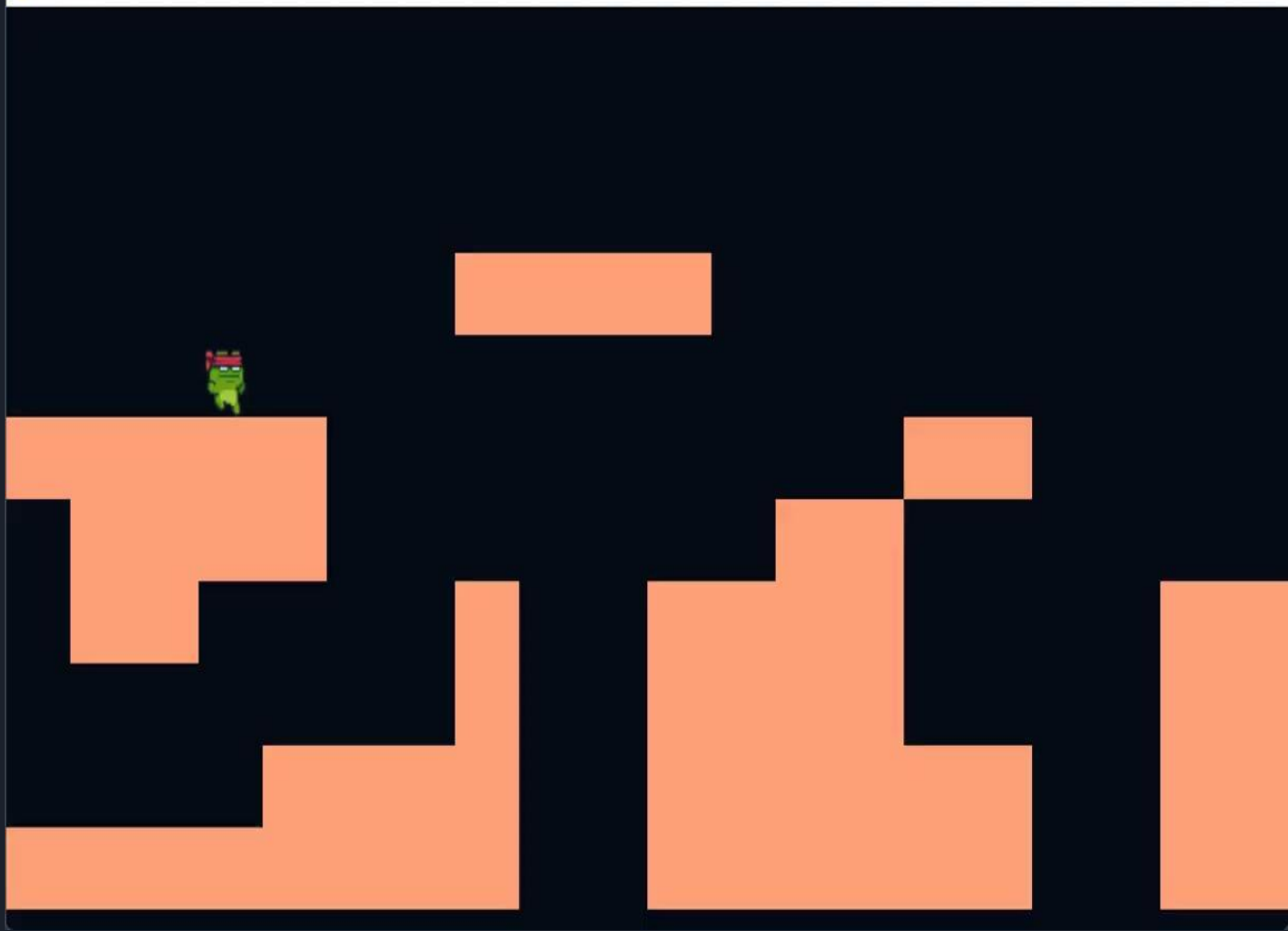
- Combination of 1990s 2D computer games, with our own twist
  - Super Mario Bros
  - Dangerous Dave
  - Possibly a third...
- Each level will have a familiar design but include different sprites and unique level design
- Main character sprites will have the ability to collect collectables throughout each level that will be kept track of via the scoreboard
  - Main character sprites will have to avoid game design obstacles and avoid enemy sprites
- Enemy sprites will be present during game play adding an added level of difficulty
  - Each additional level will increase in difficulty
- Next steps, working requirements into game

# Activity Diagram



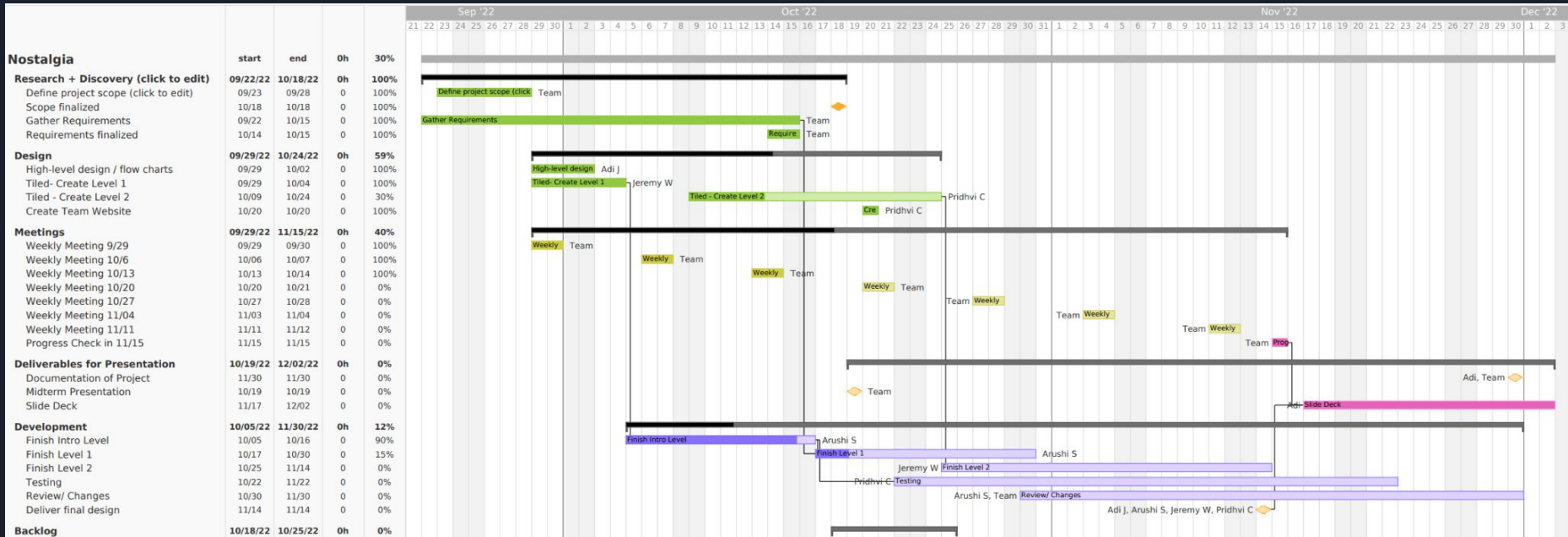
- The first step was to enter the name of the character. after that, we enter the game
- In which we have two options. one is to begin the game and the other is instructions for the game.
- If we know how to play then we can directly play the game. otherwise, see the instructions and then start the game or if you don't want to play can quit the game.
- Once the game is started, we have three levels that range in difficulty.
- At every level, there are three options:
  - One is to quit the game- if you don't want to play
  - The second one is the next level- if you pass the previous level
  - The last one is replay- if you fail the previous level.
- After three levels we have two options one was restart the game and other was quit the game.







# Project Timeline



<https://app.teamgantt.com/projects/gantt?ids=3259479>



# Demo

- [Game Website](#)