INITIAL PROJECT SPECS

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**PROGRAM OVERVIEW:**

2-D flying game. A program that uses touchable buttons to launch a penguin into the sky. You can adjust the angle of launch and once it is in the sky, you are able to control the angle at which its flying. A high score system will track the farthest distance the penguin went. As the penguin is in the sky floating items will appear in a random order. There will be items that can affect the penguin negatively or positively.There will also be collectable score tokens that increase your score.

**DESCRIPTION OF USER INPUT:**

Main user control/input: Touch control

Touch screen buttons to launch

Touch buttons to control penguin

**DESCRIPTION OF PROGRAM OUTPUT:**

The game’s graphical components:

Different themes, different characters, different obstacles

The high score (Amount of coins collected + distance)

* Graphical menu (with options to edit gameplay)

**STRUCTURE OF YOUR DATA THAT WILL BE STORED IN TEXT FILES**

-Settings

-Scores

-Unlocked maps and character