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

**Release Schedule (the second half of Specs)**

**Here, you will show an itemized plan for completing your project. You will share how you foresee your program developing, from 1.0 to 6.7 (be creative with release names). Do not worry about specific times of completion; be more concerned about the specifications that would make a given release clearly unique. The release schedule will be like rungs on a ladder that will give you direction with clearly defined progressive goals.**

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| **Release Name** | **New incremental features of this release** |
| **0.1** | **Add launch button**   1. **Launch** |
| **0.2** | **Add action listener to button to perfrom actions** |
| **0.3** | **Add physics Part 1: Gravity** |
| **1.0** | **Press button to launch pengiun** |
| **1.1** | **Side scrolling** |
| **1.15** | **Add Edge Panning for up and down motion(Background moves only when the penguins reaches the edge)** |
| **1.2** | **Add items that positively and negatively affects using collision detection**  **- double score for 10 seconds (positive)**  **- Rockets (increase velocity) (positive )**  **- Negative Effects (varies on theme)**  **ex. slows down speed** |
| **1.3** | **Add a HUD (Heads Up Display) that shows score and money earned**  **Adding floating upgrades on the background in random order**  **Adding a score system (coins in random places on background+continuous score updater and depending on the displacement)** |
| **2.0** | **Add a start menu, which navigates**   * **1) Start Game(Start Flying)**   + **Choose your character**   + **Choose map** * **2) “How to Play”** * **3) Settings** * **4) Continue** |
| **2.1** | **-Add different maps**  **-Arctic theme(Default)**  **-Space**  **-Volcano**  **-City**  **-Underwater**  **-Jungle**  **-Mountains**  **-Desert** |
| **2.2** | **-Make upgrades and other collectables fit the theme of the map** |
| **2.3** | **-Add different birds/characters that are upgrades**  **-Penguin(Default)**  **-Ostrich**  **-Flying Squirrel**  **-Eagle**  **-Ironman** |