**ICS3U0 Final Game Planning Template**

**Names: Brian Le**

**Program Name: Cheese**

**Problem Definition**

*Describe the problem (your game)*

The objective of the game is to run across the map in attempt to get the cheese, and return back to the hole safely. There will be several obstacles along the way, and certain power ups to help.

*Checklist of everything that the program will do*

* Animated mouse sprite
* Collision detection
* Different types of terrain
* Several power ups to assist in capturing the cheese
* Multiple different levels
* Limited amount of lives

*Rules for game*

* Collect the cheese, and return to the mouse hole to proceed to the next level

*Planned timelines*

* December 12th – figure out collision detection
* December 14th – complete movement including gravity
* December 22nd – complete maps

*Division of work- Outline in detail who will be responsible for functionality*

Sole Proprietor

*Format and flow of the game (Can include rough sketch)*

-Outline of screen flow

*-*Outline options on each screen