



José Rizal University

College of Computer Science and Engineering

Academic Year 2022-2023, First Semester

Programming Logic and Design

(CPE C103 - 102G)

Finals: Game Project Proposal

Submitted by:

Domingo, Ashley

Pendergat, Axel Lindsay M.

Silvano, Alan Miguel D.

Villena, Ceasar Eduardo C., III

Submitted to:

Engr. Barbra Ianne Embile

Title:

Bussin' Bananas

Short description:

Bussin' Bananas , is a fast-paced, single-player, casual game suitable for ages 4+. An insatiable primate, feast on enchanted bananas to collect power ups or be inflicted with a curse that can hinder your success and send you back to the pits of the jungle.

Game mechanics:

This is a clock-based game with a total starting time of 90 seconds. Various colored bananas will be encountered during the play, with each corresponding to a different effect. The player's goal is to prolong the timer and stop it from reaching 0, which can be done by navigating between the banana trees using the up, down, left, and right arrow keys.

- Vigor Banana (yellow) - plus 3 seconds on time
- Slacken Banana (blue) - freeze timer for 5 secs
- Toxic Banana (violet) - minus 5 seconds on time every 5 seconds
- Curing Banana (green) - antidote, minus 3 seconds on time if primate is not poisoned
- Killer Banana (red) - instant death

The pace of the game increases as the game progresses; the longer the game is played, the higher the score which will amount to more coins collected by the end.

Game features:

1. Accomplish missions to earn coins; and
2. Unlock different characters at the store.