ICS3UC-03 CPT Proposal

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Overall Summary:

The plan is to create a 2D game where the user (grocery store worker) collects falling grocery from the sky while avoiding an object as well (To be determined). The player can move side to side (and may be able to jump depending on if I have time). There will be a timer and score counter, and the aim of the game is to have the highest score possible. It is sort of like the idea of Fruit Ninja where things come onto the screen and the user has to interact with them before they go off of the screen

Logistics:

Movement

* The user can move left and right with the arrow keys, the in-game sprite collision detection will be used to detect if the user will has picked up the groceries

Classes:

* There will be two classes used, one is the player itself and the second one is the grocery used
* Grocery object
  + The grocery class will take the parameter of the filename of the image which will be random (from a list)

Coding Paradigms

* The plan is to use sprites for each part of my CPT, this is because it a) looks better and b) has a built in collision detector

For sure items:

* Grocery falling from the sky, player moves and checks collision
* Sound queues for when player gets food, or hits the bad thing
* Increased speed of items the closer to the end of the clock it gets
* The player is able to jump around

If I have time:

* If player gets above a certain score after the time is done, they may be able to move to another level where the speed is faster
* Create a “power up” that allows the user to move faster, jump higher etc.