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Final Project Proposal

My final project proposal is a new game that implements some of the features of bug squish, but ultimately retools it into a new gameplay experience. You play as a bear, whose goal is to eat all of the honey on the screen. Bees fly around the screen and will hurt you if you collide with them. Graphics, sound, and hardware will be used for the project in the following ways:

Graphics: Bees will fly across the screen. The player character will be represented by a bear sprite that also runs across the screen. His goal is to grab honey pots that are positioned on the screen. A start and game over screen will also be present. Difficulty settings will be implemented.

Sound: The game will have a functioning soundtrack that changes as the game progresses. In addition, there will be game won and game loss sound effects, and sound effects for honey being eaten and bees colliding with the bear.

Hardware: A thumb stick will be utilized to move the bear across the screen and eat the honey. LEDs will fire for grabbing honey and for getting hit by a bee.