**Flako**

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**Recitation: D**

**15-110 Term Project TP1**

Project Summary:

For my project, I am planning to make a lite version of the Diner Dash game. The main screen of the game will have instructions, a leaderboard, a control section and the option to start the game. For the instruction sections, the user will be able to get comfortable with the game and its functionality. For the controls section the user will be able to customize the difficulty of the game as well as the time for which it will be running. There is also a screen layout where the user may customize the colors for the game layout. In the Leaderboard section the game will display the top 10 scores from previous games.

How-To:

After the user press starts on the game screen the screen will initialize the game. The goal of the game is to get the correct order to a table and clean up the table after the people have finished eating. Refreshments will be provided in order to help you along the way. Placing ice cream in a table will freeze the wait time for a while; placing a lemonade slows the wait time rate. The game will last 5 minutes by default, or whatever time the user has adjusted, after this time the game will end, and your score will be shown.

Points will be lost if:

1. Wrong order was placed on the table
2. You bumped on a table
3. Did not place an order on a table on time

Points will be granted if:

1. Placed the correct order on a table on time
2. Cleaned the table after it was used

The game will end if:

1. All of the tables are filled;
   1. therefore, no new customers can come in; this leads to automatically losing the game.
2. After the time has run down

Link to the video:

<https://youtu.be/qGOSCRSm6iw>