

# Name Suggestion for Player

Aiden → Ronald

Brad → square

Justin → Circle / 1<sup>2</sup>

Zoe → pluggly

Tristan → Spark

Angeb → Square

Trinity - Spark

Ryan - B3360

Dylan.M - dOP

Dylan.C - Circute

Jake - Sparky

Jenny Wald - C

Kyle - Peter Sparker

Hailey - Spark / Sparky

Kenton - Whippy

everyone voted  
in class and the  
name Circute  
was the highest  
voted on.

## Notes !!

- In order to make the game last longer try to make the video game slightly hard like the NES days but fun.
- You will have a energy Meter and will need to charge on a Power Pad to regain your energy. If you run out you will perish.

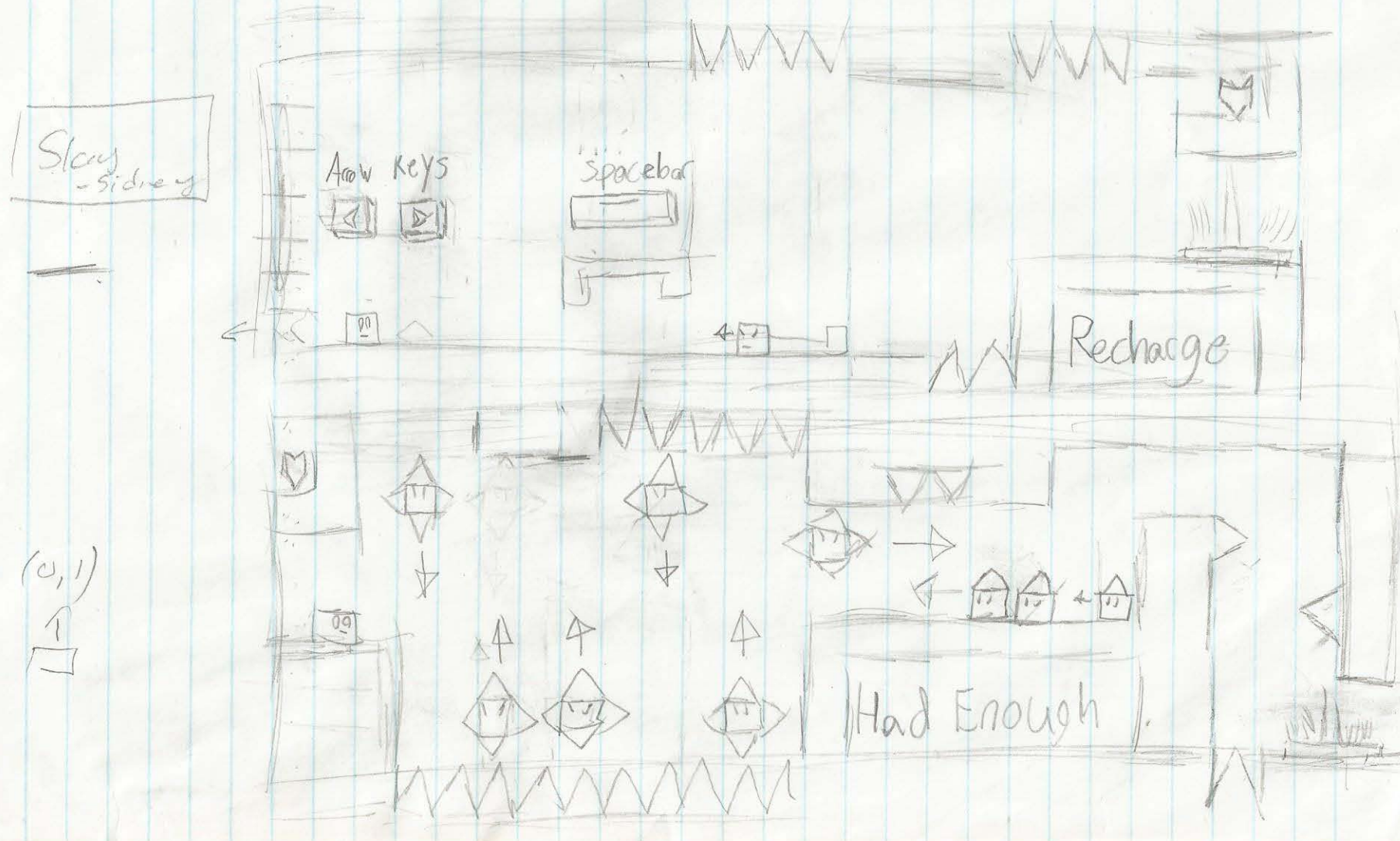
This will cause a level of urgency to get to the next Power Pad which will



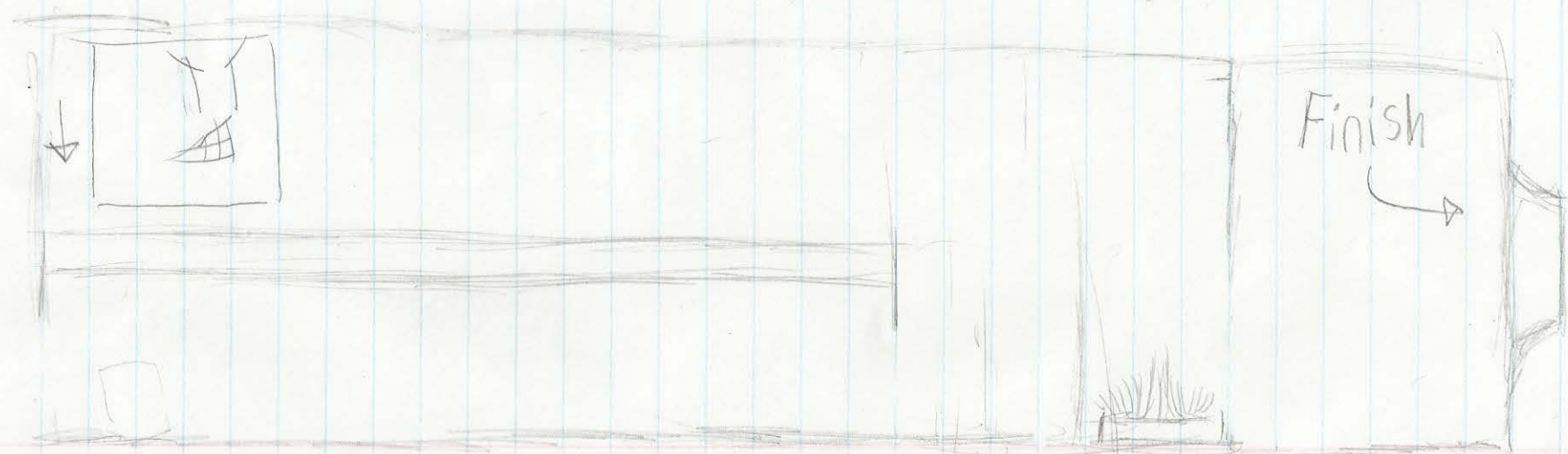
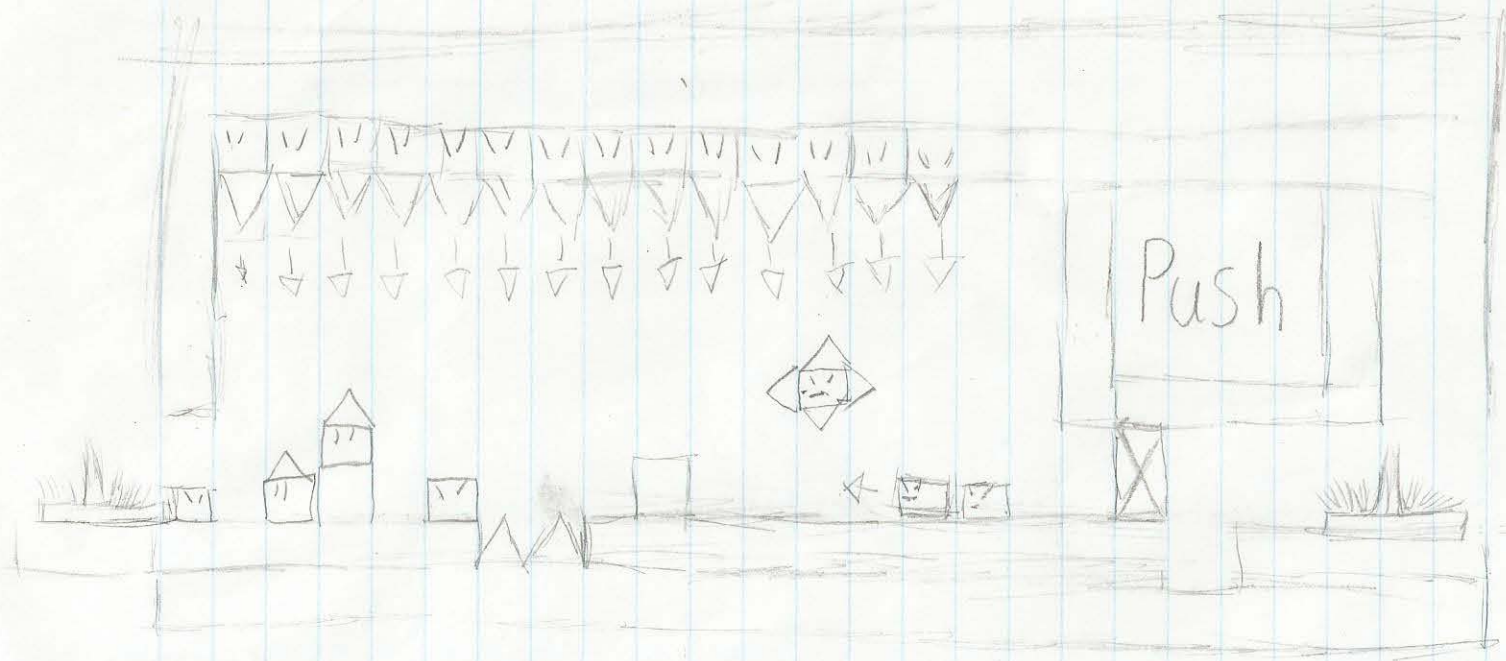
## Project 4 Group assignment

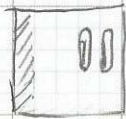
- Idea about game is a Side scroller where you can't jump, but you can control gravity
- setting of the game could take place in the battery where you theoretically control the positive and negative change to go up and down
  - blue hue means anti gravity on with a slight blue gradient at the top of the screen

Make a 20-25 sec lvl when your good at it  
maybe a 35-45 sec lvl when it's new to you

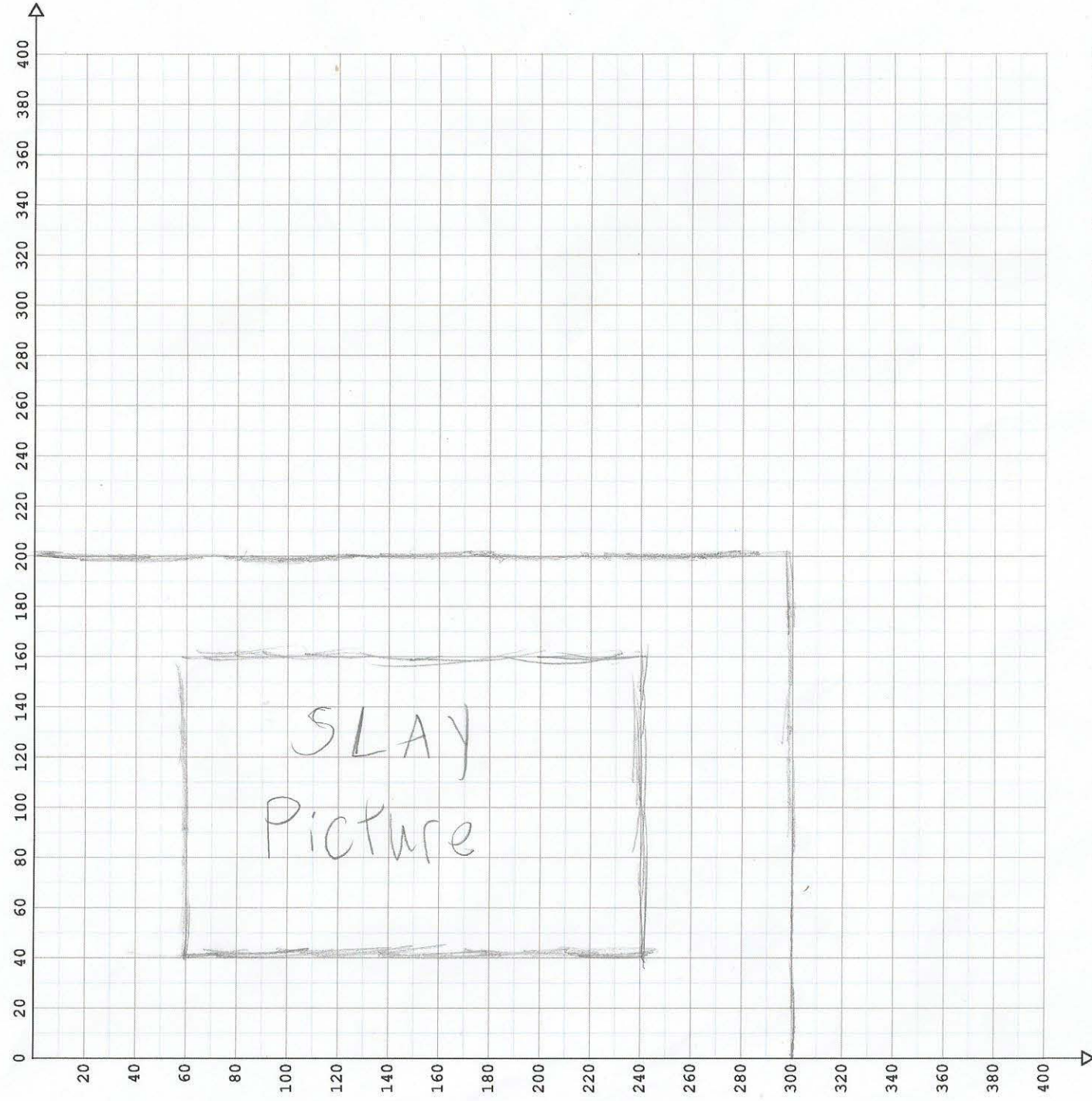








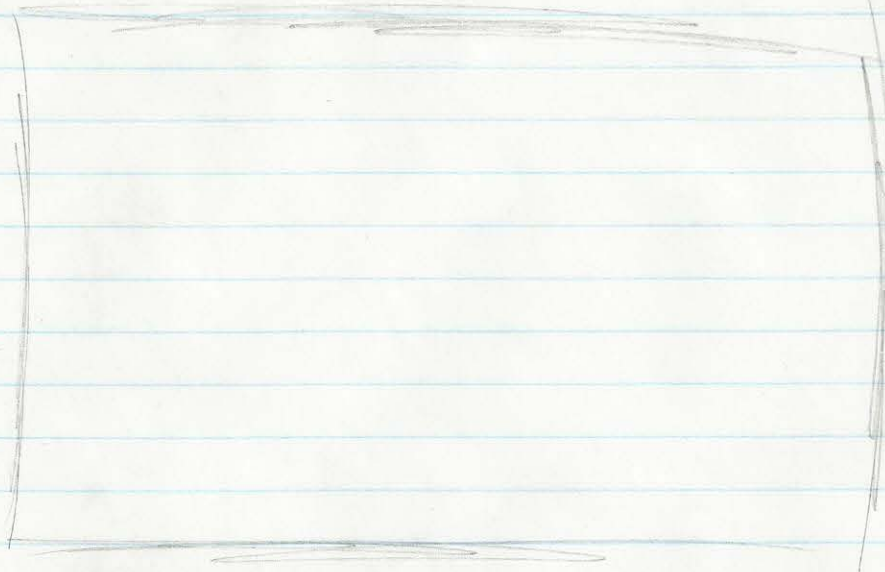
Keeping it simple



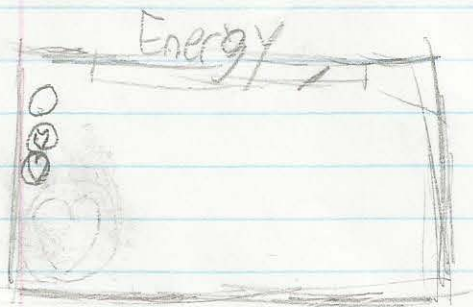
Pixel Paper - 400 x 400  
Graph Paper for Screen Coordinates



Opening Menu

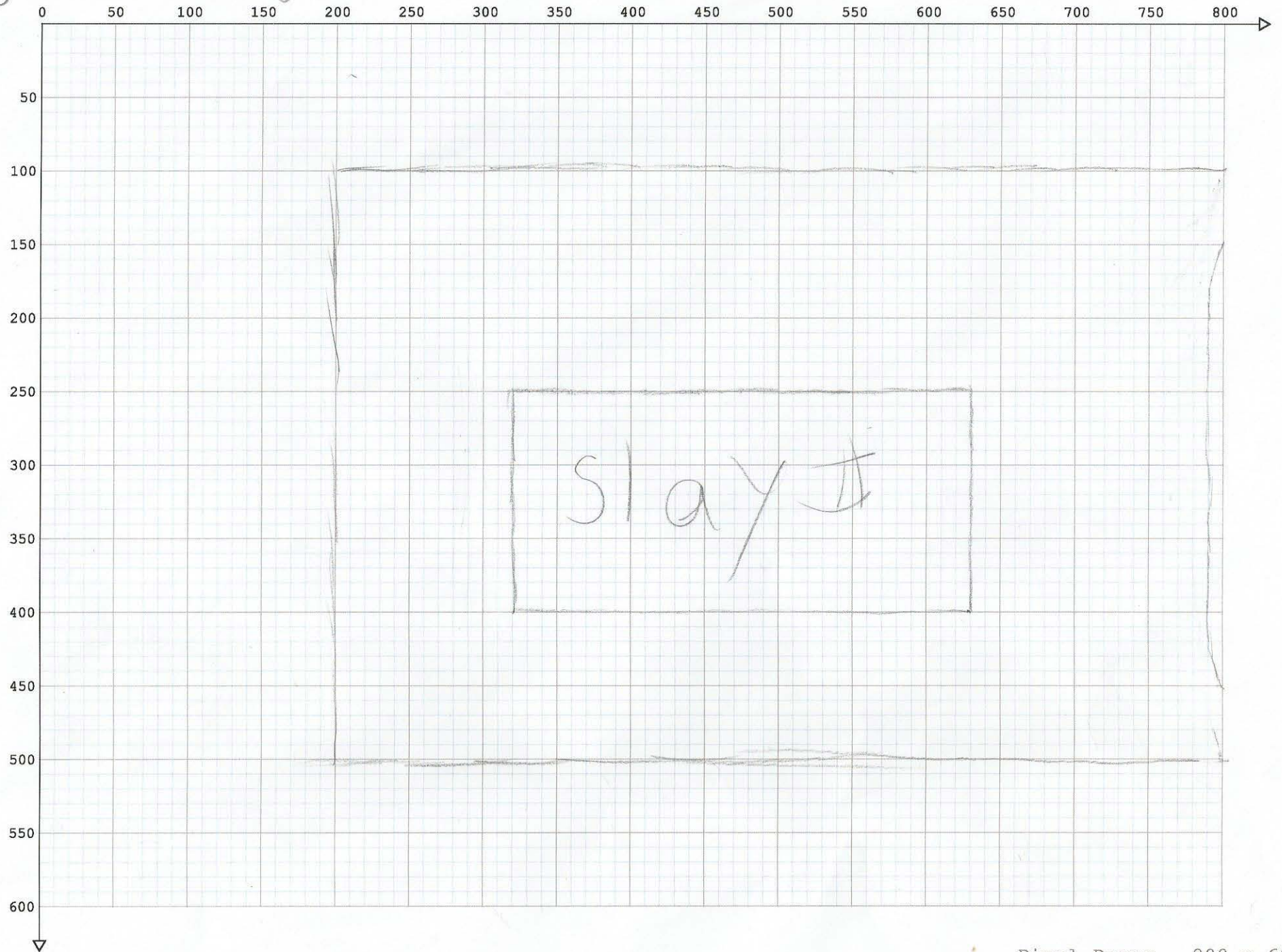


Idea for UI

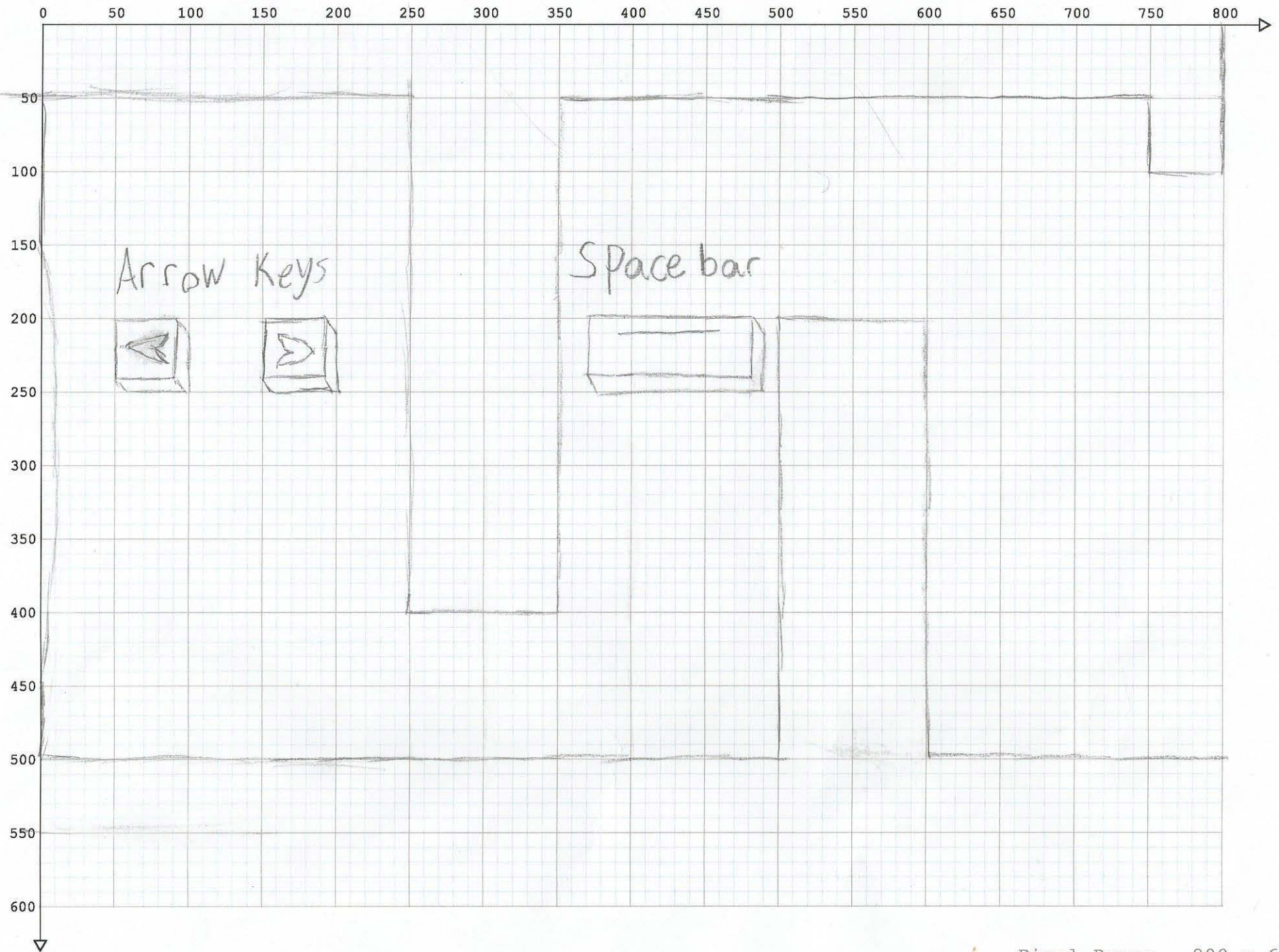




Pg 8 easter egg

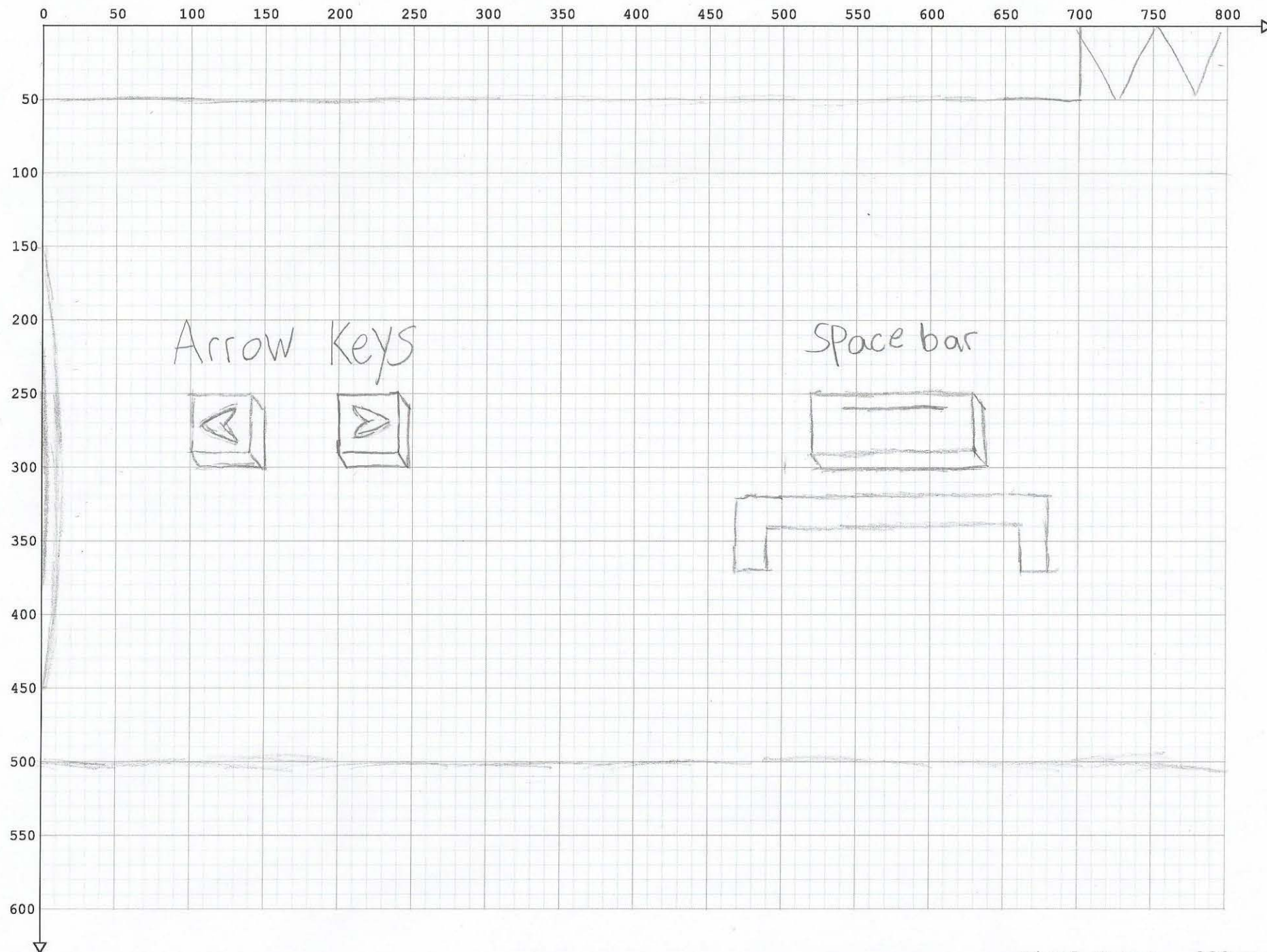


Push back so new Pg1



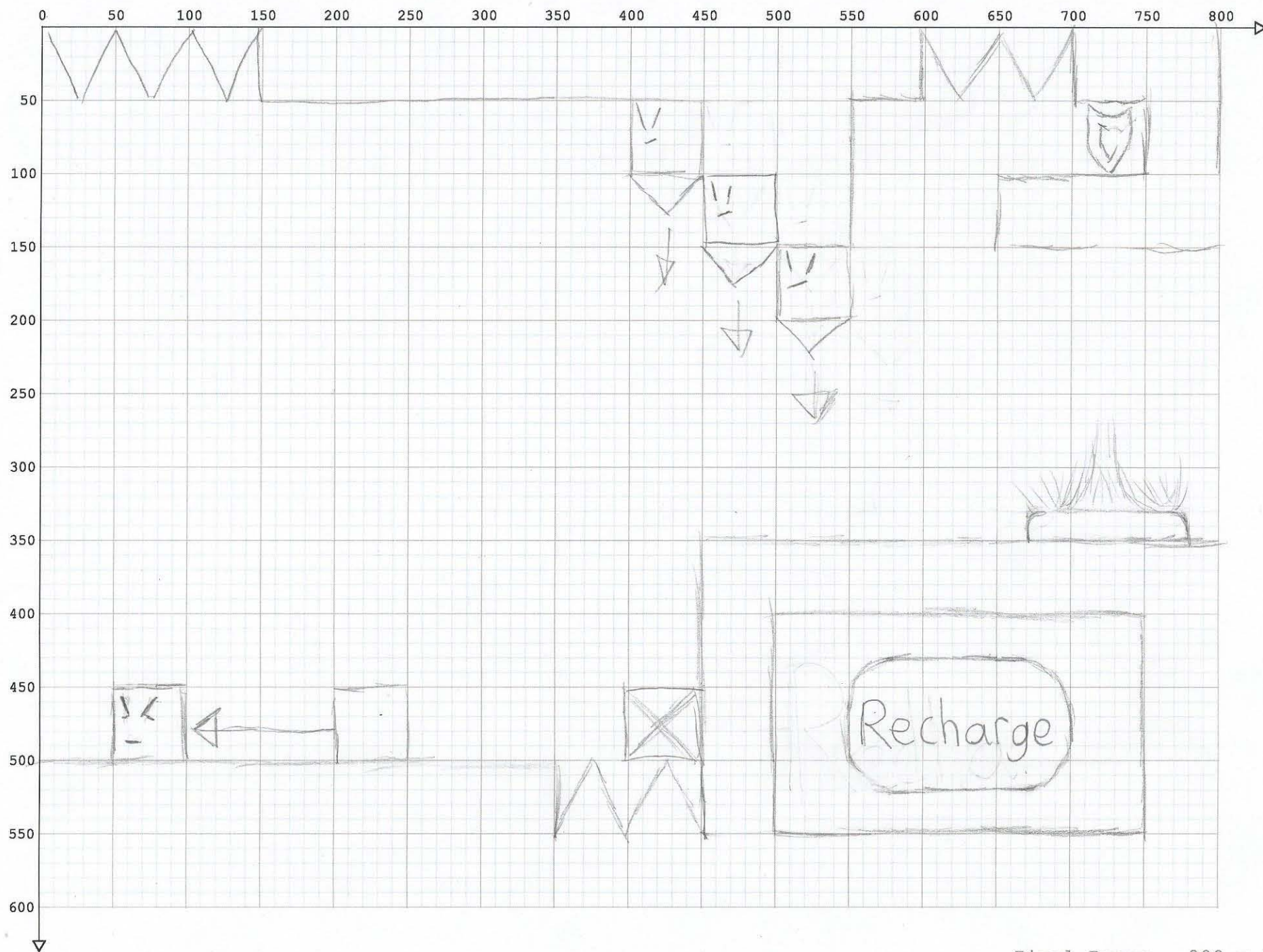


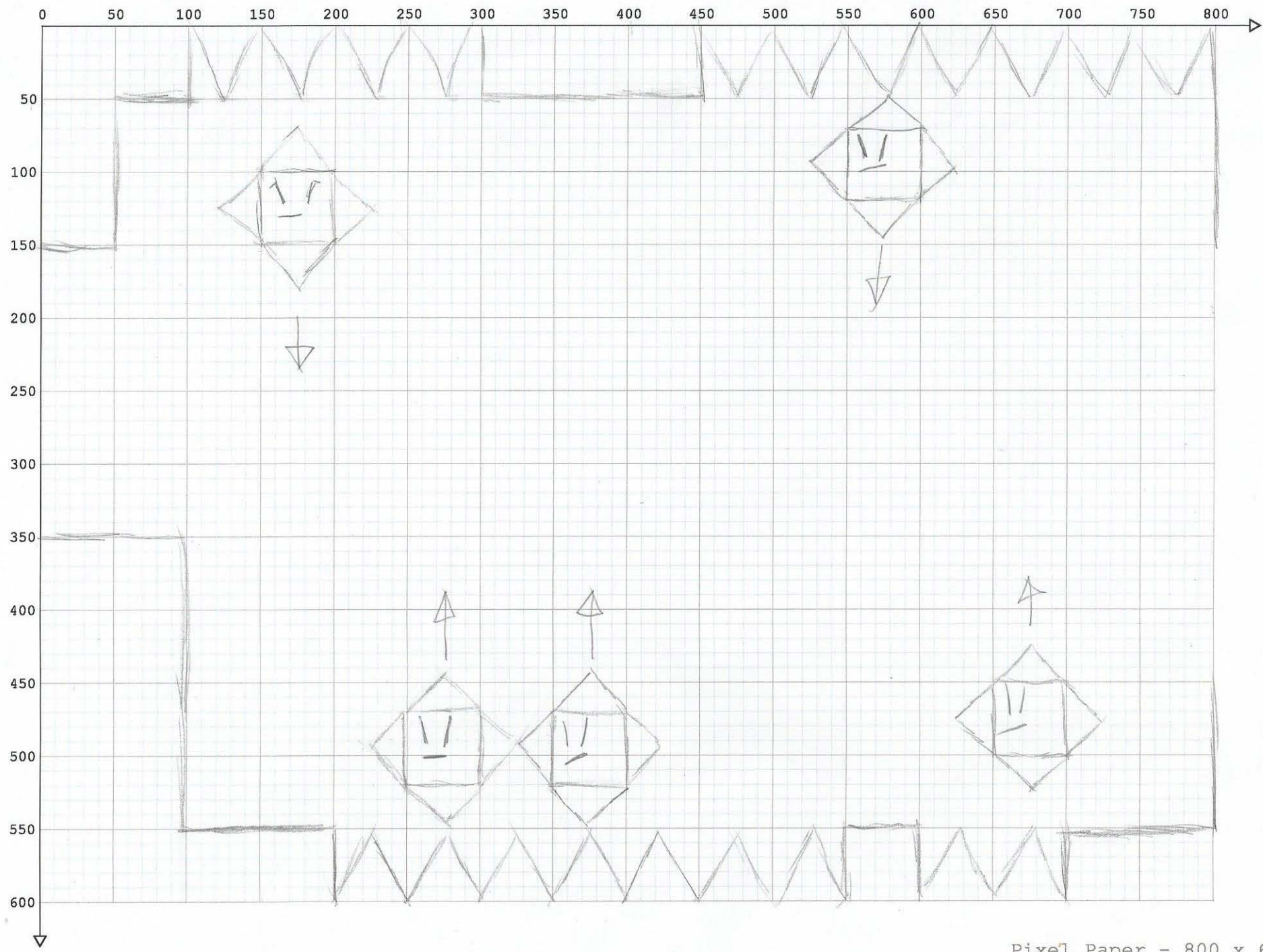
Pg1



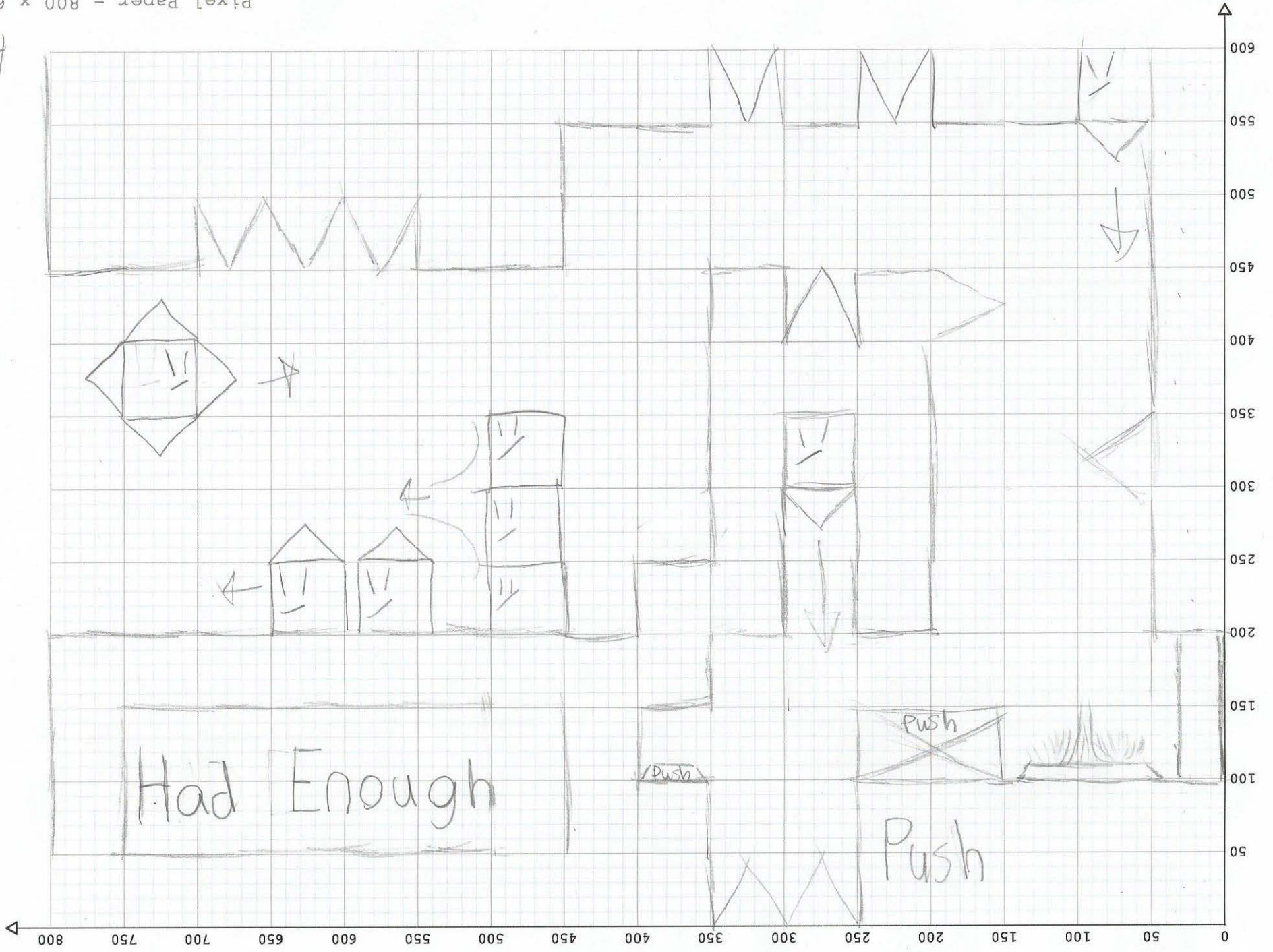


Pg2

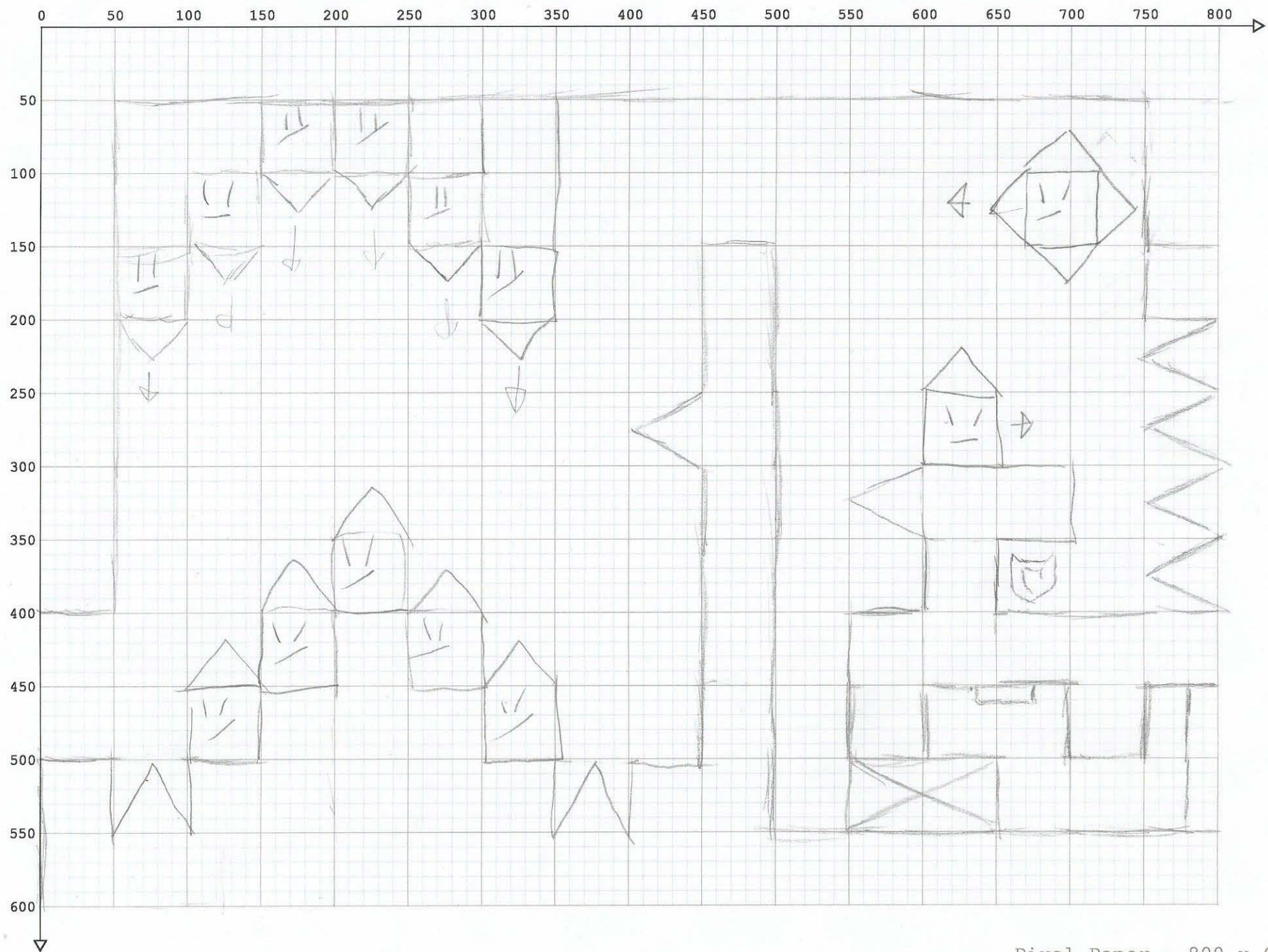




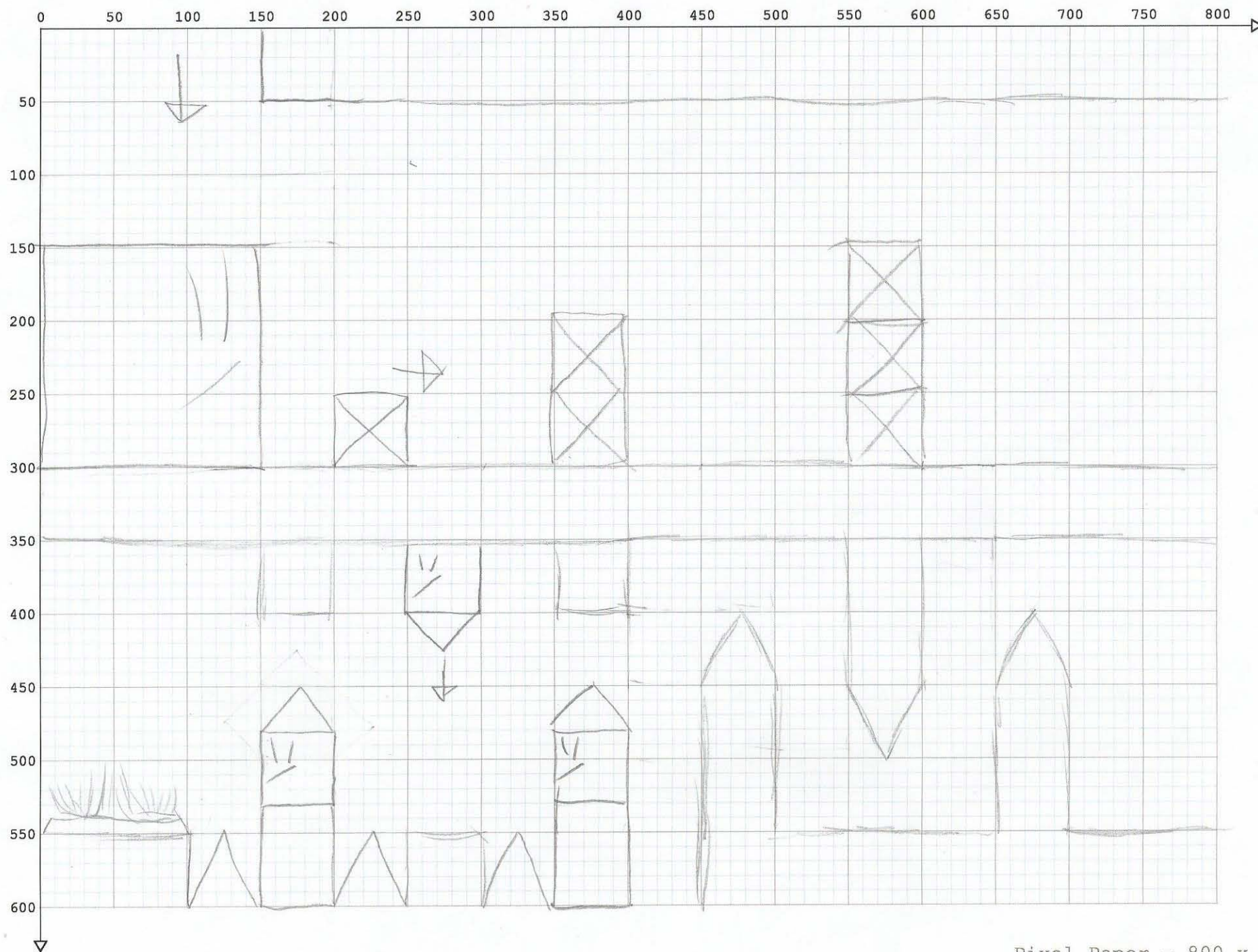








Pg6





A hand-drawn map on grid paper showing a path from a start point to a finish point. The path starts at a small square on the left, goes right, then up, then right again, ending at a point labeled "Finish". There are various obstacles and landmarks drawn, including a large "X" in a square, a small rectangle, and some scribbles. The grid has x and y axes labeled from 0 to 800.



## Post project process thought and work

At the end of the day, I believe we as a team got a fully functional prototype and were able to take the task at hand and make it work for what we needed it to do and sure it would have been awesome if there was

- Sound effects to enrich the players control so they will feel more satisfied when hitting a button
- background music to make the feel complete and have more polish
- animations to show off the art assets didn't make it sadly to the final cut from time constraints
- secret room picture sadly didn't make it in that was supposed to be repenting Sidney as respect to her for not being able to participate in project
- Not all enemies were able to be done in time

## Good things

- It works as intend more the most part
- we all work together effectively and were able to hit the core concept in 2 weeks while learning a new software called GitHub
- also, for a simple game the artworks were fantastic and hits the style well
- first time working in a team so it made it an interesting experience to know your all in this together
- Honestly slightly humbling to know that even though this wasn't the best we got to see a failure and honestly that's were most growth happens so fail fast and fail often so one day we could make that next Mario, Mega men, Call of duty or etc.