**Game Name**: Dragon Fly!

**Names**:
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**Genre**: Endless Runner

**Game Description**:
*Dragon Fly!* is an endless runner arcade inspired by *Flappy Bird* that includes various enemies, powerups, and a boss. The player must maneuver the dragonfly while collecting power ups and navigating through randomly generated obstacles. If the player finds this too easy, a boss will suddenly appear. It will shoot projectiles at the player until it runs out, then reappear later.

**Technical Features**:
Endless World
Random Obstacles
y-Acceleration
Main menu
Powerups
Score
Projectiles
Simple boss AI with difficulties for multiple encounters
Secret Mode

**Artistic Assets**:
Music files (menu, boss, normal)
Sound effects (boss attack, boss shoot, powerup)
Dragonfly sprite
Powerup sprite
Menu sprite
Bug sprite
Flower sprite
Projectile sprite
Boss sprite

**Implementation Plan**:
Endless world and random obstacles: move all objects left (except for the player), generate a new object whenever an object is sent an "Out Event"
y-Acceleration: increasing vector pushing the player down after each "flap"
Main Menu: menu sprite similar to project 1's menu
Powerups: Activated by a keyboard input, (invincibility, screen clear, game slowdown, score multiplier)
Score: View object to display score, active powerups, time, etc

Projectiles: Object moves from right side of screen to left side at a random height. Kills the player if they collide

Boss AI - difficulty score changes the time that the boss stays on screen, the boss stays still and shoots projectiles at the player until it gives up. It spawns after a random amount of time, and can spawn multiple times throughout the game.

Secret Mode - Pressing "~" will trigger a secret "Boss only" mode that starts with a level 5 boss.

We found sound and music files on freesound.org.

**Distribution of Work**:

Dragonfly - Christian
- y-Acceleration
- Sprites/Animations

Enemies/Obstacles/Endless World - Cooper
- Sprites
- Background sprites
- Simple enemy logic
- Out event to create "Endless World" effect
- Score

Boss - Cooper
- Projectiles
- Sprites
- AI
- Score

Menu - Christian
- Sprite
- Start game

Powerups - Christian
- Invincibility
- Screen clear
- Game slowdown
- Score multiplier
- Sprites

Audio - Cooper
- Music file
- Sound effects

**Schedule**:
Thursday - Player movement, 1 object that moves left and respawns on right
Saturday (Alpha) - Powerups, Menu, Score

Tuesday - Boss AI, Sprites, Sounds
Wednesday (Final) - Fine tuning, bug fixing
Friday - Promotional materials

**Deviation from Plan**
We added a secret game mode that can be triggered from the menu by pressing "~". This mode is a "Boss only" run that starts at level 5.