



IGraphics Project

Md. Rubayat

Project name: Fly or Die (Platformer Game)

Introduction:

The Game is a basic 2D platformer game, where player must horizontally move a ball to keep it on the vertically moving platforms.

Primarily the player will have 3 lives. Once the player goes above the upper boundary or falls below the lower boundary, the player loses a live. The Game is over when the player loses all 3 lives. However, there will be occasional free lives spawning in the game zone. If the player can collect that (by getting the ball in touch with the lives), he will get free lives (lives will not be more than three at any moment of gameplaying).

The features and menus are added below for convenience of understanding:

1.Homepage

Play Game:

Clicking on this button takes directly to the game zone.

b. Setting:

Player can control music, sound, and game level from here.

c. leaderboard:

First 10 highest scores along with the respective player's name will be recorded. One can see their name and scores from this menu.

d. Info:

Here the gameplay process will be thoroughly explained for the Convenience of the player.

e. Exit:

Pressing this button will close the game.

2.Sound-effect and music:

For creating a calm and relaxing environment there will be music and sound effect And music in the game. However, there will be opportunity for the player to turn Both off/on from the settings.

3. Game level:

Player will be able to choose from three levels of difficulty from the setting.

4. Being on the leaderboard:

After every session of game (when game is over) the player will be able to provide his/her name. If his score is in the top 10 scores in the respective device, it will be recorded in the leaderboard. In case when the player does not provide his/her name after the game is over.

The name of the previous player will be recorded with the score.

5. Play from where you left:

The player can play from where he left the game by clicking on the resume button.

6. Simple intuitive graphical user interface:

The user interface will be completely graphical and intuitive so that the player can easily navigate through the menus. Everything must simple and pleasing to the player.

Game Play:

For the simplicity of the game, only two buttons will be used to control the whole game.

Both keyboard and mouse can be used to play the game.

Keyboard:

Right button will move the ball horizontally right.

Left button will move the ball horizontally left.

Mouse:

Clicking on the right button will move the ball to the right.

Clicking on the left button will move the ball to the left.

Development Phases of the game:

50% Development:

This phase requires that I develop the User interface, gather necessary resources (music, images, icons etc.) and game windows are accessible.

80% Development:

In this phase, the game logic will be developed, and it will be possible to play the game with basic features like (game over, restart etc.)

100% Development:

The game is completed. Every feature explained above will be usable and playing the game will be a seamless pleasant experience.

Thank you for reading the project description attentively. Hope you enjoy the game I develop.