**Computer Project**

**Game Plan**

***By: Dyuthi, Prathyusha***

**Introduction:**

We plan to create a simple game, inspired by *gorilla.bas*, a Qbasic game that was popular in the 1990s.

The game is customizable and we have set few default features.

**Modules that might be used:**

pygame, random, math, sys

**Coding hours:** 36 (approx)

**Working of the game:**

*Gorilla.bas: (*[*https://www.youtube.com/watch?v=ncykt-YJO1M*](https://www.youtube.com/watch?v=ncykt-YJO1M)*)*

1. The game consists of two gorillas throwing explosive bananas at each other above a city skyline.
2. The players can adjust the angle and velocity of each throw.

The players can also adjust the number of rounds to play and change acceleration due to gravity affecting the banana’s projectile.

1. A point is scored when the banana hits the other player(exception: unless the player throws at 90 degree, the player has made the other player gain point :) ) and we observe part of the building/gorilla get destroyed.
2. The city skyline buildings’ parameters(height and width, and number of buildings) are generated randomly at each level.

Our game:

1. Consists of two objects (coloured squares) throwing explosive bombs at each other on buildings
2. The players can only adjust angle and velocity of the throw, but the gravity and wind speed is default(set by us prior to the game)
3. A point is scored when the banana hits the other player(exception: unless the player throws at 90 degree, the player has made the other player gain point :) ) and we observe part of the building/gorilla get destroyed.(we aim to make the collision simple, we draw a black circle on the area of collision)
4. The city skyline buildings’ parameters(only height is random, no. of buildings and width is set)

***NOTE:***

***Our plan is prone to change. :)***