

PIC 10C HW4

Brief: I will be creating *KOBE JAM 2K16*. The game itself will have mechanics similar to *Space Invaders* but with a basketball twist thrown into the mix. This is a single-player experience where players must make shots with Kobe in order to score points. Once the timer runs out, however, the game is over.

Part 1 (The Menu): The menu will feature three modes: Easy Jam!, Medium Jam!, Kobe Jam! Easy Jam and Medium Jam will offer two degrees of varying difficulty, while Jordan Jam will offer a more immersive basketball experience with additional music and graphics. On the right side includes the controls for the game and directions for how to play.

Part 2 (The Logic/Gameplay): The player will move left and right using the left and right arrow keys. When the player presses the space bar, he or she will release a ball which will then travel up the screen. If the ball hits a defender, the ball will be reset to the player's hands and no points will be added. If the ball passes the defender but does not hit the basket, the ball will be reset and no points will be added. However, if the player hits the basket, then two points will be added to the player's score. The player will have 60 seconds to score as many points as he or she can. At the end of it all, the game will signal a game over screen and send the player back to the main menu.

