Game Proposals

My first game is an avoidance game. You control a black square using the left and right arrow keys. By default your character sits in the middle of a line at the bottom of the screen. While holding an arrow key the character will move to a right or left position. Obstacles will come from the top of the screen along three lines, left, middle, and right. They all come at the same speed and have different colors based on their positions. The goal is to avoid the falling obstacles for as long as possible. Each obstacle you dodge gives you a point. Every 15 points the game gets harder by altering colors and adding distractions. The game will be made using Canvas. I will also use local storage to store a high score value.

The second game will be a typing game. Words will appear on the screen with circles around them. The circles start full and will slowly become a smaller and smaller arc until they no longer exist. This circle acts as a timer for each word, when time runs out on a word it’s game over. The player will press TAB to swap between words on screen. Once a word is selected typing the word will remove it from the screen and stop the timer associated with it. Every word you complete gives you a point. As your points increase the timers become faster. I will be using an API that contains a collection of Pokemon names.

For the final game, I will make an incremental slot machine game. You start with a slot machine with three displays. As you play the machine and earn points you will be able to spend the points to add more displays to the machine, purchase extra machines, or make machines play themselves without you needing to click. The game continues forever as you continue to expand your slot machine collection and exponentially increase the points you earn. I will be using a slot machine API that allows me to make realistic spinning slot machines.