Stephanie Wong

Ms. Gerstein

Technology III A 1-2

May 17, 2013

Project Description

The game for this project will be a multiple-level arcade game with a set objective and three levels. The main objective of the game is to help Joey, the player’s character, retrieve his ukulele from an unknown enemy.

In the first level, Magnet, Joey ~~falls from the top left~~ starts at the bottom left of the screen and has to cross the hallway to Ms. Gerstein’s room. However, the door to Gerstein’s room is locked and Joey has to find the key in an array of lockers by clicking on them to open them. ~~One~~ Most of them are rigged to randomly explode, and one of them has the key~~, and the rest are empty~~. The one that explodes or holds the key is randomly picked and changes each time the level is played. (At least, that’s what we tell the players, but really, the player has a one in three chance of picking the right locker regardless of which locker is picked.) Once the key is found, the player ~~clicks on it and~~ can enter Gerstein’s room.

But first, there is a random hole in the room that the player cannot see, and after dying several times, the player should learn to remember where it is and jump over it. When the player finally gets to Gerstein (after dying several times), Ms. Gerstein speaks to Joey and explains that an unknown enemy took his ukulele. *Note: the hole is now after the conversation.* Joey merrily goes down the escalator. A black hole appears and Joey is sucked into it and is launched into an underwater landscape.

~~The second level is OPTIONAL and will be coded last in case there is not enough time.~~ WE DID IT I KNEW WE WOULD WE’RE AMAZING AT THIS.

~~The second level is timed and if the player does not finish in time, an underwater volcano blows up and the level has to be played again.~~ There are lots of demonic mermaids queens (~~one~~ all of which look suspiciously like Weronika) floating around. Joey must catch a ring in a bubble and drop the ring in his hand in the volcano but if a mermaid touches him, he has to start the level again. When the ring is in the volcano ~~and Sauron is safely destroyed, Joey himself must jump in~~ the player safely advances to level 3 (alas, there was no suicidal jump into flaming lava).

Then Joey ends up ~~in Fairy Land~~ somewhere. There are random Nyan cat meteors falling from a stretch of sky and Joey must not let them fall on him or he has to start the level again. After he passes the meteors, he passes a beach, snags a boat, and sails into the sunrise to a cliff where he meets Stephanie and greets her but she turns into a dragon and he cannot pass. He must dodge her fire balls and falling meteors (real ones this time) and get to a Doctor Who season DVD. If he picks it up and gives it to her, Stephanie is distracted and he can pass. His ukulele is in the next scene and he picks it up and the player wins.

Roles

Joey Alamo Graphic/User Interface Designer

Stephanie Wong Project Manager

Weronika Zamlynny Code Monkey

Actually we all did everything