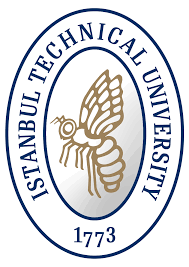
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**ISTANBUL TECHNICAL UNIVERSITY**

**FACULTY OF SCIENCE AND LETTERS**

**MATHEMATICAL ENGINEERING DEPARTMENT**

*MAT 335E PROGRAMMING ALGORITHMS*

*PROJECT PROPOSAL FORM*

|  |  |
| --- | --- |
| Project Name | 10 Minutes to Sunrise |
| Project Team | Furkan Bora Murat / 090180304 |
| Content | 10 Minutes to Sunrise is a “bullet hell” game meaning lots of projectiles and lots of enemies in a closed space and objective is surviving. When enemies killed they will drop experience points (xp). When player accumulates enough experience points to reach certain levels threshold, 3 options will appear for player to select. These 3 options will be random and must have a positive effect and may have a negative effect also. Player’s objective will be to select good upgrades (options) to stay alive 10 minutes then fight the end boss to see sun rise again. They must create good synergies to be sufficent to stay alive and defeat boss. When a run ends, player will gain a currency for new characters or weapons to try different strategies. Database will be Used for currency and user info and worldwide standings. |
| Aims and Goals | To design and implement an entertaining and challenging game that requires strategic thinking and timing.  To create engaging gameplay through user-friendly controls and responsive animations.  To incorporate game logic for tracking player progress, bullets, collisions, and scoring.  To provide a visually appealing and user-friendly gaming experience. |

*I declare that the project whose name and information is given above is the project I plan to present at the end of the semester. If there is any changes in the project information, I undertake to notify the lecturer of the course.*

Student Name Surname : Furkan Bora Murat

Date : 19.12.2023

Signature

*(Note: If there is more than one person in the project, the project proposal form must be signed by the person who filled out it.)*