Roles

                Pratik Shah: Code Monkey

                Michelle Lin: User Interface Designer

                Michelle Henriques: Project Manager

                Marisa Lombardi: Graphic Designer

                Diya Khullar: QA Bug Tester

                Period A 1/2

Project Description

Our game is called Celebrity Adventure. Before the game begins, players will have the option to choose which celebrity they would like to play as from four different options: Kanye West, Taylor Swift, Kim Kardashian, and Miley Cyrus. Each character will have his or her own game screen similar to that of a Mario game. The game screens are obstacle courses specific to the celebrities. The character will constantly be walking to the right, and the player will use the keys, "a", "s", "w", and "d", as controls to run, duck, and jump. As the player progresses throughout the game, there will be various collectable items along the way that increase the character's health such as bonuses. In addition to bonuses, there will be obstacles that are both avoidable and unavoidable, and the player will have to make a decision on how they want to overcome those that are unavoidable. The avoidable obstacles can be overcome by using arrow keys. For the unavoidable obstacles, the player will come across them at some point in the game and speak to them. The objective of the game is for the player to move his or her character safely through the adventure to the end, without depleting all of the celebrity's health, and possibly losing his or her celebrity status.

The target audience for our game is teenagers and those who are fans of the four celebrities featured. There may be an appeal for those who enjoy adventure games similar to Mario.

HAVE FUN.