Claire Alvine, Taylor Friedman, Sherry Shenker, and Noga Zaborowski

Ms. Gerstein

Introduction to Programming ½

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Final Project Game Description

Miner Challenge features a miner trying to survive in a cave. He must avoid falling rocks while trying to reach the end of the level. If the miner is hit by a rock, he loses one of the five initial lives he is granted. If the miner catches an emerald, he gains a life. A level ends when the character reaches a set location on the scrolling background image where an “End of Level” sign is displayed. The character then continues automatically to the next level. The game ends either when the miner loses all his lives, and therefore loses the game, or when he reaches the end of the fifth and final level without losing all his lives, and therefore wins the game.

The game begins with a start screen. When the start button is pressed, the start screen is removed and the character is positioned at the left end of the screen. The background is a scrolling cave image. The player uses the “a” and “d” keys to move the character left and right. The rocks and emeralds are distinguished from one another because the former are grey circles and the later are green emerald images. There is a specific screen that appears when the character loses the game or wins the game. The player then has the option to click to restart.

The game evolved from a stationary background and one falling object to a scrolling background, a moving character, and two different falling objects. The emerald image replaced multicolored circles that formerly represented gems. We added multiple levels and a restart option.

The target audience for this game is elementary school-aged children because it will provide an appropriate level of difficulty. This game was inspired by a combination of games that the team members played as children such as Mario. The roles for our team are divided as follows:

* Sherry Shenker – Project Manager
* Noga Zaborowski – Lead Programmer
* Claire Alvine – Quality Assurance
* Taylor Friedman – User Interface and Graphic Designer