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FritzLight-Project

Projekt: TomTom

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Specifications

1 Concept

The player has to show his dexterity by mastering a pseudo random generated parcour. TomTom is a sidescroller, so all the player has to do, is to jump.

2 Game Menu

- Show the name label in the center
- Having a flashy and cool animation in the background

3 Game Over

- Showing the archieved score and whether the player busted the current highscore
- Saves and loads the current highscore

4 Parcour Generation

- A determined psuedo random parcour generation
- Increasing difficulty over time

5 Player

- Projection onto the canvas
- Handling keyboard events to jump

6 Basic Physics

- Jumping and falling
- Collision with area objects (Firing game over event on hit)

7 Convention

- Using contracts and describing the purpose
- Usual Haskell naming conventions
- Using monads
- Having a somewhat performent product at the end

8 Drawing

- Text
- Numbers
- Area objects