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## Final Project Proposal

These are some of my ideas that I have for what kind of games I want to make for the final project. The games and ideas might change as I get a better idea on how to use the programs they are going in, but for now this is what I came up with.

The first idea is a game in canvas using a space theme. This will have the player, using a ship to make their way through space making sure to not touch anything that might damage their ship. I have made a moving background and shapes of different sizes and layering with canvas. So the tricky part will be to have the game know if object A, the player, is on the some <pos> as the other objects it will take damage.

The second idea is to have a simple role playing game. The player will get to pick a character archetype, like warrior or mage, and fight their way through monsters to get more powerful. This will be done by giving simple stats to the player and the monsters and just with some math figure how much damage goes out and what that does to their health until one of the fighters hits 0.

The last idea will be a text-based adventure game. I had some fun making one in 195 so I am going to try to see how I can bring that game or ideas to html. The player will be given a map on the side where clicking will take them to a new area. In the areas will be people to talk with and get clues about the story.

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