**Final Project Proposal**

**Period**: 7-8 A

**Name of Game**: #HelpFindGabby

**Team Name**: Hastag-helpfindgabby

**Team Members:**

Caitlin Mahoney- Project Manager

Anita Mo-Graphic Designer/User Interface

Gabriella Mazzeo- QA tester

Arlene Vill-Code Monkey

**Target Audience**: Children ages 7-18 who enjoy classic video games

**Levels and themes**:

Level 1-Jungle

Level 2-Ocean

Level 3-Hell

**Game Description**: The player opens the window and presses the start button. They are given an option on which character to use, either Anita or Caitlin. The object of the game is to navigate through 3 levels to save Gabby, whom we believe is a princess. Once they select a player they begin level one. The object of level one is to run from the lion who is behind you in the jungle. Several obstacles might come in the way that the player must dodge. Once they get to the end of the screen level 2 will begin. In level 2 the objective is to collect a specified number of pearls and to avoid collecting crabs. If the player collects a crab they lose a life. They have three lives to begin in this level. If they collect the specified number of pearls, the level ends and play continues to the third level. In level 3 the object is to avoid the flying fire balls. Once again the player has 3 lives and he/she loses a life every time he/she is hit by the fire ball.  If the player reaches the end of the screen, he/she wins the game and saves the hunchback, Gabby, from evil Arlene.. At the beginning of the game there will be a short story and several other stories at the conclusion of every level.