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Counter Project

# Project Overview

The project will consist of a game where the player can shoot balls from a fixed position in the middle of the screen at 3 boxes of different sizes and colors. Before the game begins the player will predict the amount of points they think they’ll get. If the final result is within 5 of the predicted number, the player wins.

## The boxes

Each box will award a different amount of points, the biggest 5, the medium 3 and the smallest 5. The rear wall of the boxes will also be twice as long as the other sides to serve as a board behind the basketball hoop.

## The balls

The player will have 30 balls. The player will have to charge the shot by holding the left mouse button. A ball lacking enough charge will not reach the boxes, while an overcharged one is likely to bounce right off the backboard and will only enter if aimed precisely. No crosshair will be given.

# The goal

Ultimately the challenge is two-fold: predicting the player's own performance by setting the goal number and mastering the game mechanics to achieve said goal.