

Team name: SOLID

Game name : Gotta Smash them All

Names of all team members and email address

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Overview of the game:

- ★ Gotta Smash Them All
- ★ Premise (what is game about?) - Smashing Cockroaches gone rogue in your kitchen.
- ★ Overall purpose (entertainment only, or to teach, advertise, etc?) - Entertainment/Stress Relief
- ★ Platform - PC
- ★ Genre of game - Arcade
- ★ Target demographic - Everyone

Evaluation:

- ★ What data structures application is being used in the project? And how it is used.
 - **Linear Array:** used for the counter of the cockroaches that are smashed. The Linear Array will also hold the number of points earned for Cockroach Kills, as well as the current Highest Score.

★ Algorithm Design of Proposed Game:

Flow of the Game:

- Once the game starts the timer will also start (30 seconds), you may now kill those cockroaches.
 - Spawn: The cockroaches (5) will enter a square space where they can roam around and you must hit them. We used a random generator for the cockroaches to spawn.
 - The goal of the player is to smash as many cockroaches as possible before the timer ends.
 - After a cockroach has been killed, another will appear.

- Once the timer is done counting down, the score and the timer will also reset.

Cockroach Movement:

- The cockroaches will enter a square space where it can be hit by the player.
- When the cockroach reaches an end of the square space, they will bounce back in order to remain inside the game space; boundary set.
- A random number generator is also used for the placement of the cockroaches. (i.e., from square 1-9).

Points System:

- Every cockroach produces 1 point each kill.
 - A variable will be given to the total score. The score variable/number of roaches killed, will be incremented by 1.
 - When a new High Score has been established, this will be stored in another variable that will be displayed on screen to show the user the new score they have to beat. The score is also stored in a txtfile which act as a data storage for the scores.
 - When the user starts the game over once again, the score variable will be set to zero, while the High Score variable retains the highest score that the user got from any of the previous rounds.

Preview of the Game:

Prototype Screens (before Development)



Screenshots (after development)



