

PROJECT PROPOSAL

CSCI 445: Web Programming

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Project Name: Tennis.

Description of Game: Play tennis against a computer. In this game the ball will bounce off of your racket, the wall and the computer's racket. With the goal to try to get it past the computer's racket.

How the keyboard will be used: The arrow keys or WASD keys will be used to move the position of your player's racket.

Goal: The goal of the game is to score as many points as possible by getting the ball past the computer's racket. You win the game by trying to get the highest score possible.

Conflict: We will decide between have the ball and the computer's racket speedup as the number of times the ball gets past the computer increases or we will increase the conflict by compressing the length of the court.

Losing Game: To lose the game you will need to miss 3 balls from the computer.

Winning Game: To win the game you will need to score as many points as possible.

Score Mechanism: The score will be recorded as the number of times the ball gets past the computer's racket. The ball will move faster as the player scores more points. The high scores will be recorded for the best players.

Implementation: We will use HTML5 and CSS3 to build the web-page and JavaScript with HTML5 Canvas for the actual game.