**Network jumper**

**Description:**

Jump game is a horizontal scrolling game in which the player has to jump onto higher platforms for as far as possible without falling off the screen or before the screen has scrolled past the player. The platforms will be placed randomly on the screen with difficulty increasing the higher they go. This game is designed for a younger audience.

**Median:**

Language: Python

IDE: Pycharm with pygame package installed.

**Main Project Objectives:**

* The screen will scroll vertically
* Score increases as player jumps to higher platforms
* Save high scores
* Each player in the server has a different colour character so that they are easily distinguishable.
* I hope to make the game multiplayer via one player hosting a server and other computers connecting to said computer via IP connection.
* Platforms will be procedurally generated.
* Have a basic main menu screen
* Moving platforms to make it harder for the player to proceed.

**Suitability of Project:**

I believe this project would be suitable as it includes **procedural generation** and **networking**. It also has a broad scope to allow me to demonstrate my programming skills. It uses a GUI, which is a requirement of the A-level project.

Advanced Algorithms Included:

* Procedural Generation
* Gravity
* Networking