Title: "Test Your Study IQ!!"

1. Description:
Period: Period 7
Group Members: Jonathan Valdez

Group Name: Rock Hard
Project Title: Test Your Study IQ!!

Description:
Our project, "Test Your Study IQ!!," is a challenging game designed to test your knowledge and problem-solving skills. The game is inspired by the concept of "The World's Hardest Game." Players will face a series of difficult questions and puzzles that they must solve to progress through the game. The objective is to challenge the player's study IQ and provide an engaging and educational gaming experience.

Functionalities:
- Multiple Levels(5 levels because it is so hard): The game consists of multiple levels, each containing a unique set of challenging questions and puzzles.
- Timer (maybe): A timer will track the player's progress, adding an element of urgency to the game.
- Scoring System: Players will earn points based on their performance in answering questions and completing puzzles.
- Leaderboard(maybe): The game will feature a leaderboard to showcase high scores and promote competition among players.

2. How does it work?

To run and use our game "Test Your Study IQ!!," users should follow these steps:

Step 1: I/you will click the play button on processing and it will light up the game for you.

Step 2: click on the button that says Play.

Step 4: The game will present you with a series of challenging questions and puzzles. Read the questions carefully and think critically to come up with the correct answers or solutions.

Step 6: Complete each level solving all the puzzles within the maybe given time limit.

Step 7: The game will track your score and display it at the end of each level. Try to achieve the highest score and improve your study IQ.

Step 9: Have fun and challenge yourself to improve your study IQ with each gameplay session!

I hope you enjoy playing "Test Your Study IQ!!" and find it both entertaining and educational. Good luck on your quest to become a study IQ master!

3. UML DIAGRAM

ProcessingLibrary

+PApplet()

Game

-Level:Int
-Player: String

+startGame()
+endGame()
+updateLevel()

livesIndicator

+maxLives
-numberLife
-livesFont

+Indicator()
+decrementLives()
+draw()

Player

-x:Int
-y: Int
-lives:int
-score:int

+moveUp()
+moveDown()
+moveLeft()

Level

-Level:Int
-Player: String

+startGame()
+endGame()
+updateLevel()

Obstacle

-Obstacles:Obstacle[]
-enemies:Enemy[]

+generateObstacles()
+ generateEnemies()
+ getObstacles()
+ getEnemies()

Moving Enemy

+move()

StillObject

+isSolid()

Score

+reachEnd()
+decrementSc()