

- **Group Number:** 11
- **Group Members:** Rambo Wu, Rachelle Rogers, & Justin Tran
- **Application Name:** The Drake Escape
- **Application Type:** Game
- **General Description:** (high-level description of application, max 2 paragraphs 4-8 lines ea.)
 - Our app is made to educate users about various hip-hop artists and their history as well as the hip-hop genre itself, all while providing a fun game to do so. The game will feature various hip-hop characters, such as Drake, where the user plays the game as the artist and answers various trivia questions regarding the hip-hop artist. The game, however, will also feature the character fighting off various objects such as paparazzi. This game will give the user insight of who each artist is and will give them a better insight into the hip-hop industry.
 - The game itself will involve the user playing as one of many hip-hop icons as they use their finger to guide their character across the screen to avoid running into hazardous objects such as paparazzi. Running into randomly spawned power ups will bring up a quizzing screen that will ask a multiple choice question. Answering correctly will result in either a power-up or more points. Answering incorrectly will have no consequence. The goal of the game is to survive through as many levels as possible and rack up a high score. The levels will become progressively more difficult.
- **Feature List: (bulleted list of features included in app. Each bullet should include a short name/phrase for each feature with 1-3 sentence description)**
 - **Projectiles:** The enemies will be able to shoot projectiles at the user. If the main character is hit, they will lose a life. Some of the enemies with projectiles will have unlimited ammunition but will only shoot after a certain time interval.
 - **Realistic Physics:** Basic physics will be present in this game. This means that gravity will be present and will allow the character to jump up and fall back down. Movement will seem normal as the user moves right, left, jumps, and drops on the screen.
 - **Minigames (Trivia):** Trivia questions based on the hip-hop artist will be presented at certain times and the user will have the chance to answer them. This is the educational aspect that will allow the user to learn more about current hip-hop artists.
 - **Teleportation:** This means the user can fall down and appear at the top of the screen if they fall off. They will also be able to walk off the screen and appear back on the other side.
 - **Varied Enemies:** The foreign objects the user avoids will be some sort of antagonist to the hip-hop artist. The enemies will vary and have different ways of impeding the user.
 - **Health:** The user will have some number of lives. Getting hit will cause the loss of a life.
 - **Registration/Login:** We'd like to integrate a registration and login screen when you open the app. Your account will store your current level and progress you've made so far.
 - **Settings Screen:** There'll be a settings button as you're playing the game. When this button is pressed, there will be settings the user can adjust such as sound, music on/off, etc.

- **Different Player Characters:** The user will have the option to play as different hip-hop artists. There will be a selection available that the user can pick from and the questions will possibly change accordingly to that artist.
- **Different Maps** - There will be different maps (the background setting) that the user plays in. This will add a bit of differentiating to the user's experience and will make it more interesting.
- **High Score Table:** There will be a high score table that records user names and their scores. The highest scores of users will be displayed here that all users can view.

Stretch Goals:

- Double Jumping and Buyable Power Ups: We'd like to try to make it to where the user can double jump up onto higher surfaces or on enemies. There's also the idea of power ups that can boost your character. We'd like to make these purchasable as well.
- Moving Map: The map will move as the player moves around the screen. Rather than just having one background, the map will move around, changing the environment around the player.
- **Target Audience:** The target audience is those interested in hip-hop culture and would either like to learn more about that or prove their current knowledge.
 - Many hip-hop fans are very passionate and would enjoy playing this game with their favorite artists.
 - There are a lot of people who like hip-hop but do not know a lot about the artists or the hip-hop genre itself. This would help them find out more about artists and improve their knowledge.
 - The given trivia questions alongside a user driven game is not common, and many people would find this interesting and fun.
 - The ease of the game with the variety of options will make this game addictive and allows a variety of users to play, from casual to advanced.
- **Development Plan: (Bulleted list for releases: Alpha, Beta, Final)**
 - Within each release create a *bulleted list* of the features you plan on implementing in that release. Use the same short feature name/phrase from the feature list above. You can include a feature in more than one release, if you believe the effort required to design and/or implement it would stretch across releases.
 - **Alpha:**
 - Realistic Physics
 - Teleportation
 - Health
 - Varied Enemies
 - High Score Table
 - **Beta:**
 - Minigames (Trivia)
 - Varied Enemies
 - Projectiles
 - Settings Screen
 - Registration/Login
 - **Final:**

- Minigames (Trivia)
 - Different Player Characters
 - Different Maps
 - Varied Enemies
 - Settings Screen
 - Registration/Login
 - **(Stretch)** Double Jumping
 - **(Stretch)** Buyable Power Ups
 - **(Stretch)** Moving Map
- **Game Teaching Aspects:** If you decide to develop a game, you must include aspects that teach the users something useful or important - like how to manage money well, etc. This is the section where you would identify those qualities of your application in a *bulleted list*.
 - The game teaching aspect of the game will be educating the users about various hip-hop artists and their history
 - The game will also educate users about the history of hip hop genre and important events that are pivotal to the hip hop culture.
 - Users will also have to learn resource management, as their Power Ups are limited and if a store is setup to buy Power Ups, it would teach them money management within the game in order to progress and beat the game.