

MAS2011 Final Project Progress

Introduction to Visual Media Programming (MAS2011-01)

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Game Section

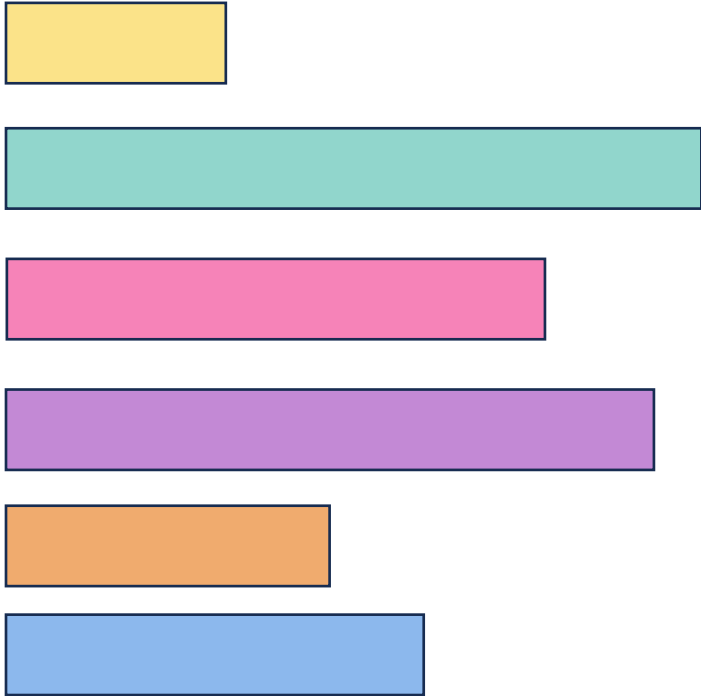
1.

Collecting Candy

2.

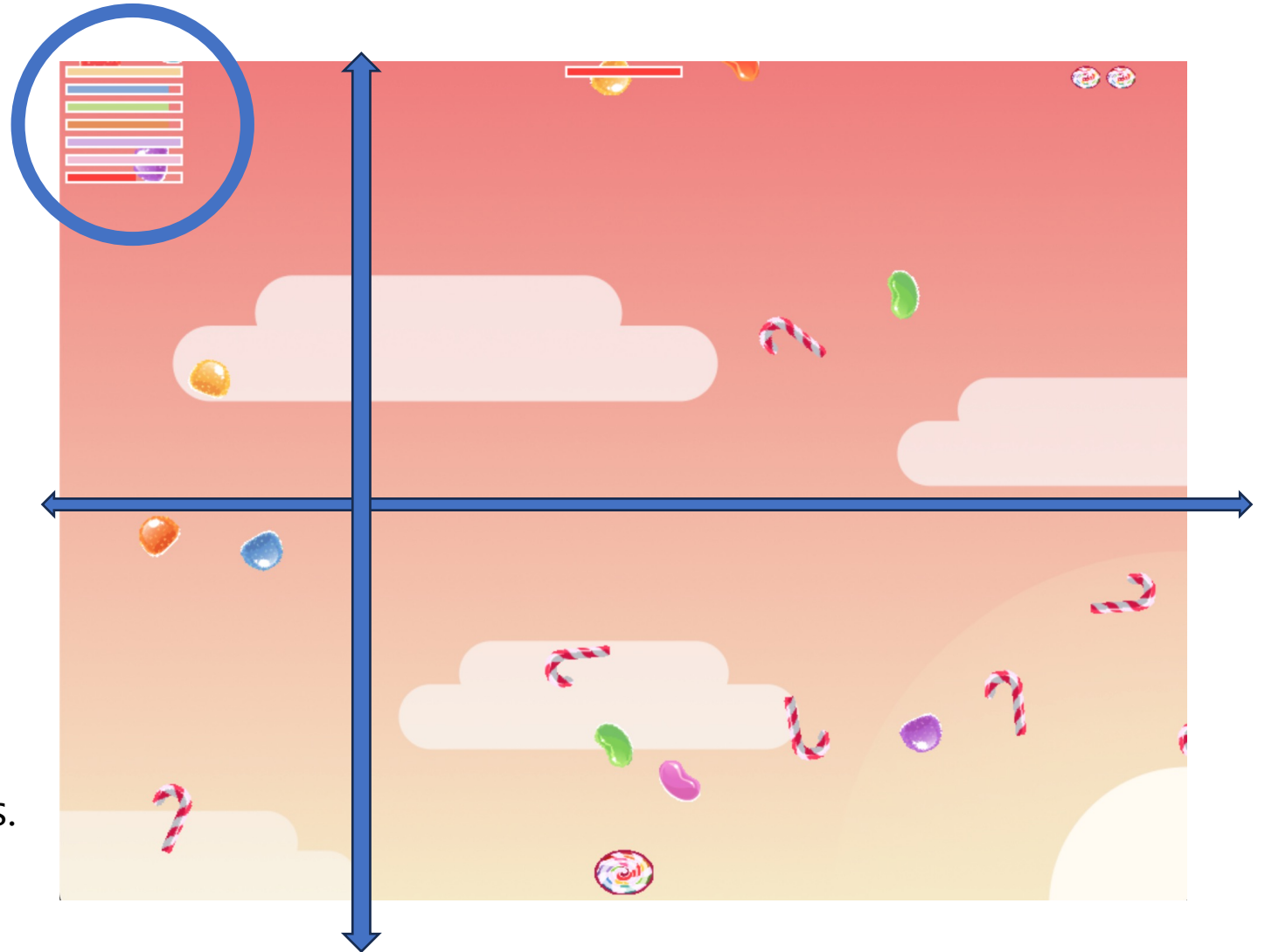
Design Your own Bottle

Collecting Candy



Status Bar

Player moves by y – axis, also x – axis.
Game Gets harder as time goes by



Collecting Candy - Improvement

- Make Collecting Game more thrilling (ex : change to night mode (hard mode(ex. Player size gets bigger))
- Better graphic design at hard mode

Design Your own Bottle

- If screen clicked, candy is drawn at screen
- Auto Screen capture when key get pressed



Collecting Candy - Improvement

- Change Drawing Mode depending on Game Result
- Better graphic design
- Specific design mode and options
- Get input of Message by user