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# Proposal

## What will (likely) be the title of your project?

* Quick Hop

## In just a sentence or two, summarize your project. (E.g., "A website that lets you buy and sell stocks.")

* My project will most likely be a game modeled after platform games such as super Mario where the character hops from platform to platform.

## In a paragraph or more, detail your project. What will your software do? What features will it have? How will it be executed?

* My project will allow the user to put in input to have a character move around and jump from platforms. It will be 2d so the person can only move right and left, down and up. You will be able to jump to platforms to further yourself in the game. The ultimate goal would either be to get to a finish point or just jump around, maneuver and have fun.

## If planning to combine 1051's final project with another course's final project, with which other course? And which aspect(s) of your proposed project would relate to 1051, and which aspect(s) would relate to the other course?

TODO, if applicable

## If planning to collaborate with 1 or 2 classmates for the final project, list their names, email addresses, and the names of their assigned TAs below.

TODO, if applicable

## In the world of software, most everything takes longer to implement than you expect. And so it's not uncommon to accomplish less in a fixed amount of time than you hope.

### In a sentence (or list of features), define a GOOD outcome for your final project. I.e., what WILL you accomplish no matter what?

* Be able to move a character up and down, side to side
* Jump/move from platform to platform

### In a sentence (or list of features), define a BETTER outcome for your final project. I.e., what do you THINK you can accomplish before the final project's deadline?

* Be able to move a character up and down, side to side
* Jump/move from platform to platform
* Have a penalty for falling in between platforms, such as having to start over

### In a sentence (or list of features), define a BEST outcome for your final project. I.e., what do you HOPE to accomplish before the final project's deadline?

* In a perfect setting I would want my project to ba able to take inputs to move a character to a finish line. But the path to the finish line would be challenging due to the risk of falling while jumping and maneuvering from platforms.

## In a paragraph or more, outline your next steps. What new skills will you need to acquire? What topics will you need to research? If working with one of two classmates, who will do what?

* I will need to learn how to make a program where the character can move up and down, side to side by taking inputs from the user. I will also need to research how to code platforms where the character will be able to stand on and jump from one another. Lastly, if possible I will need to figure out how to instill a penalty for falling in between the platform to make things a bit more exciting.