PROGRAMMING PROJECT INITIAL SPECIFICATIONS #1

NAME: DENNIS & CALEB (CHAUHUNEN)

GAME NAME: “DINO JUMP”

PROGRAM OVERVIEW:

A single-player game where a character will jump onto platforms while continually moving in an upwards direction and trying not to fall through the bottom of the screen and die. Platforms below will disappear once they are out of view of the player. Every time the sprite bounces on a platform, they will all move downwards while the sprite bounces up. If the player moves the sprite off either side of the screen, they will enter the opposite side of which they went through at the same height as before.

DESCRIPTION OF USER INPUT:

-Left Arrow Key

-Right Arrow Key

DESCRIPTION OF PROGRAM OUTPUT:

-Character will move left if left arrow key is pressed

-Character will move right if right arrow key is pressed