**CIST 2742 Python Project Proposal (Game – Blackout)**

**Name:** Nicholas Tuley

**Date:** February 26, 2017

**Industry Area:** Games

**Subject Area:** Arcade/Reflex Game

**Proposed Question:** How quickly you can 1) Analyze necessary visual information, 2) Discard unnecessary information/distractions, and 3) React to what you have observed when presented with a fast-paced “obstacle course”.

**Description:** The object of this game is to test how quickly a user can react to the obstacles presented to them. The player will be faced by a board made up of a number of tiles (decided at the start menu) that are arranged in a grid formation. When the game starts the majority of these tiles will be black, with some (the number of which will be decided based on the number of tiles on the board) that are either white or a shade of gray. The player will start as a circle spawned in the center of the white tile. The game will begin with these non-black tiles moving around the board in a pseudo-random fashion (the game engine will sometimes use pre-generated patterns for tile movement in order to make the gameplay more memorable and enjoyable). The objective of the player is to move with these tiles, avoiding all black tiles. If the player touches a black tile in any way, they lose and the game will bring them to the “game over” screen, showing them their score and prompting them to either play again or return to the main menu. As the player play, the game will keep track of how long the player “survives”, and this will act as the player’s score.

The part that makes this game difficult is that the game will be doing 2 things continually as game-time passes. 1) The game movements will get progressively faster, and 2) The game will be trying to visually distract/overwhelm the player by playing rhythmic music in the background, and displaying frequent and fast-moving animations and displays behind the game board. The player must keep up with the increasing speed of the game as well as block out the distractions that the game throws at the player in order to stay off of the black tiles and avoid “Blacking Out” (a.k.a. Game Over).