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Cart 253

Project 3 Proposal:
"Catch Me If You Can" (title work in progress)

For this project, I will be creating an interactive video game based on my favorite sport; basketball. In this proposal, I will be describing two possible versions for this game, hoping one of them will be suitable for my level and skills of game design as we've been taught this semester in Cart 253. I am aiming for option 1 however, if it's not doable, I will do option 2.the following is a brief description of both options.

Option 1:
 "Catch Me If You Can" will start off with an instruction page which will tell the player the goal of the game and how to win. As well as which keys to use in order to move the "predator". Using the "mousePressed" function, the player can click to play. Once the player has clicked, a nice background of a basketball court will be displayed with an image of an NBA player to the right side of the screen. And of course, we will have many basketballs all over the screen using the array function.
The goal would be to have the player use the key arrows to move the NBA player (predator) to catch the basketballs all over the screen. Every time he/she catches a ball (prey), he will then bring it to the basketball net to score (this will be a challenge). For every score, a beeping sound will be heard by the player. I will as well have the score displayed on the screen. However, each score will go up by 2 just like it is done in real life Basketball games. The challenge will be to get as many balls in a 1 minute. Therefore, I will also be displaying a timer on the screen.
Once time runs out, I will have a game over page that will display the final score and the time. For example: "You scored x balls in 1 minutes". Lastly, I will use the "mousePressed" function once again so that the player can click to play again.

Option 2:
        For option 2, I will as well have an instruction page to explain how this game works. This game will be similar to the typical basketball arcade games where the net randomly moves from left to right and the player needs to try getting the ball in the net using the arrow keys. Similarly, to option 1, this game will have a sound effect for every score the player makes. The score and timer will as well be displayed along with a game over page.