**Name:** TBA

**Game Design:** Scrolling isometric inspired by the NES classic PaperBoy.

**Summary:**

Game Scene:

Using processing to construct a row of house / building exteriors that will appear as the player makes their way from the starting position located at the bottom of the play area and continues along the path towards the top of the play area. The buildings will have a class created for them to allow for easier implementation.

Goal – Five or Six different buildings and exteriors that can be randomly generated as both a path and objective for the player.

Main Character:

The player character will need to travel along the row of buildings and paths but be able to avoid obstacles as they are created / appear from the buildings to the left hand side of the player. This character must be agile enough to allow a player to easily avoid these obstacles but with a speed multiplier that increases as progression is made to increase they difficulty level.

Goal – Create a main character that is both agile but frustrating to control.

Objective:

Following along the lines of the classic PaperBoy the player will be required to delivery objects or items to the generated buildings on the left side of the street in order to score points. What the player is delivering is still to be determined but the objects will be required to hit specific areas on the building’s exterior. These delivery zones can be modified to allow for different scores depending on how successful the player is at aiming the packages.