Final Project Proposal - Norika

I plan to work alone on this project.

My project will be a bubble popper game. The screen will have an assortment of differently colored bubbles at the top. At the bottom, the user will be able to shoot a bubble up in hopes of popping the bubbles. They can also see the color of the next ball they will launch. The user can control the angle at which the ball will be launched with their mouse or keys. Bubbles can also bounce off walls. A bubble from the bottom pops other bubbles of the same color, otherwise it sticks. If bubbles are popped such that a section of colors makes it so that the bubbles underneath it are not touching the bubbles on top, those bubbles will fall. The objective of the game is to get rid of all the bubbles on the top. At the beginning of the game, there will be a main menu. The user will have a choice on whether they want to play in timed mode or not. In time mode, the user only has a certain amount of time to finish each round. There will be levels that get progressively harder. The user will get a score based on which bubbles they pop. This game will be designed for a vertical screen so it is suitable for mobile phones.

