**Naija Brown:** Project Manager

**Michael Batkiw:** Code Monkey

**Anima Anwar:** UI/ Graphic Designer

**Sasha Korn:** Bug Tester

Our game is Fairytale themed. Each level is a different fairy tale. If you level up then you move up to the next story. Throughout the game you have 5 lives total. If you die in one of the games then you use one of your overall lives. If you lose a life then you start over at the previous level. If you lose all lives then game over.

**Hansel and Gretel:** ANIMA

* Hansel and Gretel image is at mouseX, mouseY
* Can’t touch line of maze.
* If it touches the line of maze, then start over
* Max start over of 5 times
* If touches the wall 5 times, then loses a life.

**Cinderella:** NAIJA

* Scrolling night background with castle as the end
* Starts at left side of screen
* Cinderella has a constant speed
* Rolling pumpkins coming towards Cinderella
  + Pumpkins spinning using rotate
  + Pumpkins come into the screen at a random interval but fast enough as to where she doesn’t get through the screen without hitting a pumpkin.
* If Cinderella hits a pumpkin
  + First time she hits an obstacle, stepmother comes on the screen
  + Second time she hits an obstacle, cinderella’s speed slows down and stepmother speeds up.
  + If she hits pumpkins 5 times, then cinderella gets caught.
    - If Cinderella gets caught, lose a life and start over.
* Game lasts 1:30
* If cinderella, reaches the end then level up.
  + Shoe spins
* Use up arrow key to jump

**Rapunzel:** SASHA

* Starts off with image showing ground pans up to the top with rapunzel at castle.
* Background is stone castle with rapunzels hair coming straight down
  + Hair is made out of rectangles filled with image of blond hair texture.
* Prince starts at the bottom of the screen.
  + He can only climb within the yellow hair, he cannot actually touch the castle.
  + Prince moves using the up and down arrow keys
* Witch flying on broom back and forth through screen and has scissors
* Prince needs to go up and down to block the witch from touching the hair.
* Witch comes in at random Y locations, Witches speed should be a little slower than prince but not too much.
* If witch hits the hair 5 times, then the hair and prince move off the screen and He loses a life.
* Game lasts 1:30
* If Prince lasts 1:30, then he climbs to the top

**Humpty Dumpty:** BATKIW

* Humpty Dumpty is sitting on a brick wall
* King’s horses and men are in background, throwing balls.
* As the balls get closer to Humpty Dumpty then they grow bigger
* This makes the illusion that the balls started from far away.
* The balls come toward humpty dumpty and follow his location at a certain point in time.
* targetX, targetY
* If balls get to a certain location and if they have no hit Humpty, then the balls fall.
* If humpty gets hit 5 times, then humpty falls off the wall and loses a life.
* Game lasts 1:30