Final Project

Group Pro-Flow

Period 9/10B

For our final project, we are creating a modern, aesthetically pleasing version of air-hockey. The classic arcade game will feature new additions, like walls that light up whenever the puck or mallet hits it, an obstacle that will make the game more challenging, a sleeker design, and on-screen scoreboards. Once either player initiates the game by clicking a start button, the puck will begin in the middle. The two players will utilize the W A S D keys and the arrow keys to move their mallet. Once one player scores, the puck will go back to the middle. Once either player has reached some designated score, the game will end. We plan to add as much as we can, and while we aren’t yet sure of what we will and will not be able to accomplish with our coding abilities, we are going to aim towards our description and then try to advance from there. There are a few things we might alter if we get the chance in order to improve our project, so we cannot guarantee that our final project will completely adhere to this description.

Our target audience is anyone who has eyes, movable fingers, and knowledge of how to use the computer W A S D keys and arrow keys. Furthermore, they should probably not hate air-hockey or fun. The target audience is meant to be very general, albeit more popular with children. It is certainly not designed to be exclusively for children, but children usually enjoy computer games more than adults.

The first member of team pro-flow is Laura Peña. She is the team’s code monkey, and is responsible for making sure the project code writing is flowing along. Niti Shah is taking on the role of UI / Graphic Design. The game’s appearance is what sets it apart from other games, so she plays a vital role in the projects final outcome. She will also be working cooperatively with Laura since the two jobs share a lot of ground. Marcela Lopez is our bug tester. She is in charge of overseeing the functionality and constructing a bug report. Lastly, Jonah Yesowitz is the project manager. He is responsible for overseeing the progress of the project. He is responsible for making sure everyone is doing his or her job, and adding input whenever he can. In addition to our respective jobs, we will be doing a lot of cooperative working as well.