**Total Time: 8 hours**

**Problem:**

Client requires a Bubble Shooter Game

**Requirements(Gameplay):**

* Ball Shooter Mechanic
* Node based Ball Generation and Movement (Targets)
* 3 or more Same Balls destroy the colors nearby
* Tries Left and Time taken should be Shown via UI.
* Code should be commented as how and why you are using the functions and what is stated in this line

Client has provided the reference for the controller motion

**Reference:** [Zuma 360](https://www.youtube.com/watch?v=9wcaQs0c_u4&ab_channel=VideoGamesSource)

**Rules:** [Features](https://www.youtube.com/watch?v=aFj02R8vwz0&t=117s&ab_channel=TracyChen)(Optional)

\*Every Learner is advised to play this and similar reference games to be able to do something innovative.

**Bonus Points:**

* Backward Balls(Let the Node Balls go back a little)
* Bombs(Destroy 8 balls in a Area Damage)
* Smart Shooting Balls i.e Don’t spawn balls that are not on board.
* SFX/VFX(Sounds and Visual Particles or Effects)
* MVC and Observer Pattern

All learners are expected to do research for requirements and bonus points

**Total Time: 8 hours**

**Problem:**

Client requires an Arcade game.

**Requirements(Gameplay):**

* Players must only move on the Grid.
* Level Complete on 70% Grid fill.
* Players must die if caught by an enemy while not in a safe zone..
* Lives and Time taken should be Shown via UI.
* Code should be commented as how and why you are using the functions and what is stated in this line

Client has provided the reference for the game.

**Reference:** [Pacxon](https://www.youtube.com/watch?v=GNDDDUVyYPA&ab_channel=Playpinkshow)

\*Every Learner is advised to play this and similar reference games to be able to do something innovative.

**Bonus Points:**

* Procedural Map Generation
* Player Speed Power Up, Enemy Slow Down Power Up.
* Object Pooling
* SFX/VFX(Sounds and Visual Particles or Effects)
* Safe Zone Ghosts
* Observer Pattern

All learners are expected to do research for requirements and bonus points