

Final Project Proposal:

For this final project I would like to be able to develop a fast paced game with its own interface and skeuomorphic design(A.3). The game would be built by a series of mini games, each containing a duration of 5 seconds to complete. The objective of the mini games would simulate tidiest tasks which people can relate to. Once the player reaches the end of the game he or she would be given a score and grade in life skills.

WireFrame:





