

Period: 3

Group member: Ruize Lin

Group name: citrus

Project title: Jump

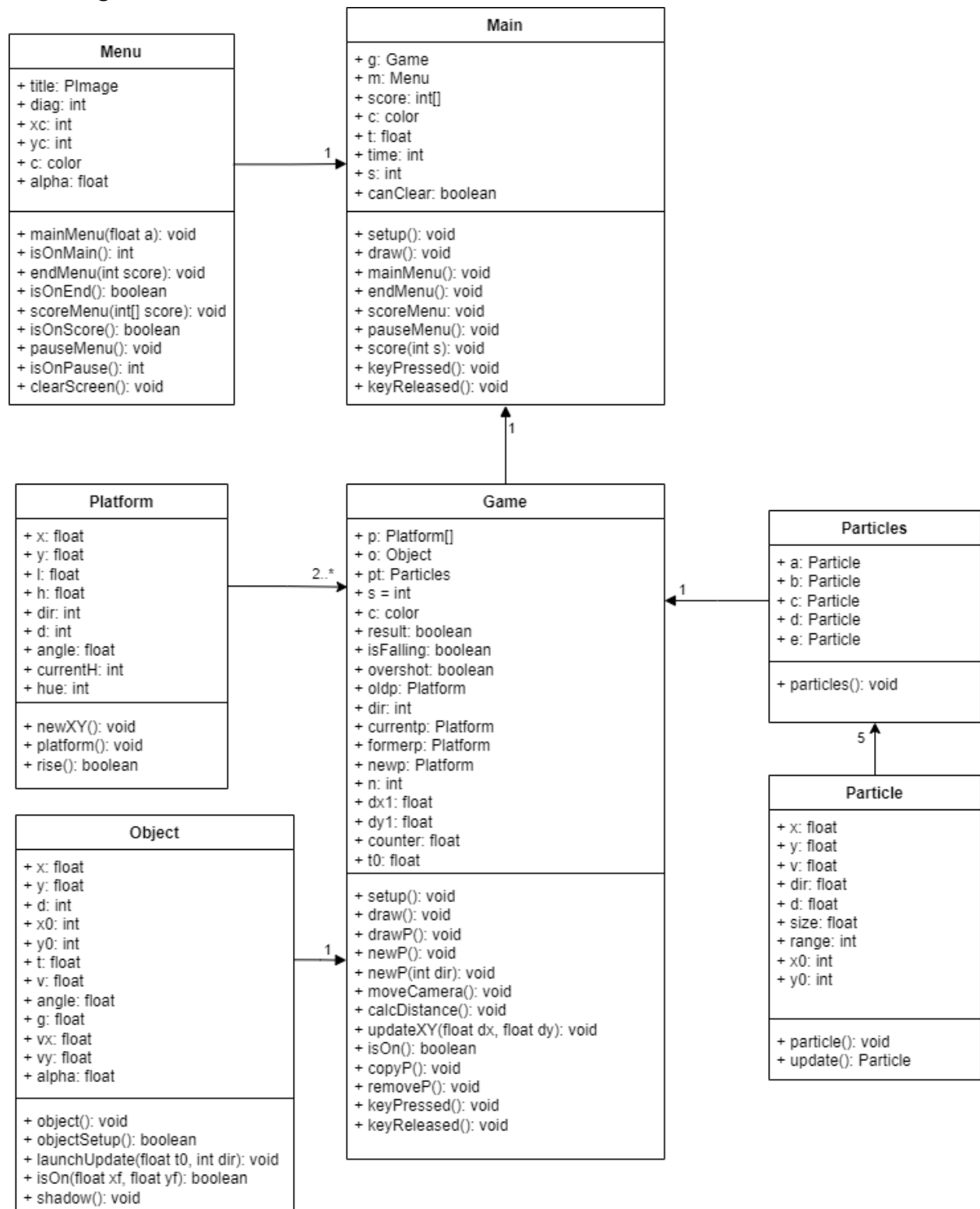
Project description:

Player controls an object on a platform. The next platform is a certain distance away from the current one. The longer the player holds down the farther the object jumps. The goal is to reach the maximum number of platforms without dying.

Functionalities:

- Main menu with options to start a new game and view scores.
- Score menu keeps track of the highest 5 scores from past gameplay.
- End menu with option to return to the main menu.
- Press Q to pause the game with the option to resume or return to the main menu.
- Hold down the spacebar to make the object jump further.

UML Diagram:



Game instructions:

1. Click START to start a new game.
2. Hold down the spacebar to make the object jump to the next platform.
 - a. The longer the spacebar is being holded down, the further the object jumps.
3. Click RESTART to return to the main menu.
4. Press Q to pause the game.
5. Click SCORE to view your top 5 scores.