We will be creating a basic platform game. The setting resides in the Union County Vocational-Technical Magnet High School for Mathematics, Science, and Technology. The player was supposed to be able control one of many "Magnet All-Stars" as a character through the "Magnet Adventure". Each character was supposed to be a little bit different, and offer different possibilities towards advancing in the game (i.e. Faster but less jumping abilities; slower but more jumping ability). Unfortunately, we did not have enough time to write code for all the characters, so only Andrew Jordan will be used. The main character in our game will have most of the basic functions that Mario would have in Super Mario. He is able to jump and run in both directions. He has have stats based on speed and jump. The value for speed will be based on a scale of 1-15, and jumping ability will be based on a scale of 1-50. These scales will directly control the characters abilities in to complete the game. Speed controls how fast the character can run in both directions. Jump controls how strong gravity is on that person, or how high they can jump. The purpose of the game is to advance through and reach the end as fast as possible while jumping on as many platforms as possible. There will be a three minute time limit to complete the game. However, each time you land on a platform, you earn points. The longer you stay on the platform, the more points you accumulate. This challenges the player to balance the times spent on the platforms and time spent running towards the finish line. The target audience of the game is the students of Magnet. We are basing the entire game off of the students and the physical school of Magnet. The background of the game will emulate the school hallways. We intended to have enemies and challenges that were related to Magnet. Nonetheless, we did not have time to add them. The characters will be based on the students of Magnet. We are hoping that the game is amusing and entertaining for the students of Magnet.

Roles:

Programmer – Tim Villaluz

Graphics – Jasmine DuBois

UI – Chris Markowitz

QA – Tom Walker

Project Management – Rebecca Blitt