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 will control one of many "Magnet All-Stars" as a character through the "Magnet Adventure". The main character in our game will have most of the basic functions that Mario would have in Super Mario. The character will be able to jump, run in both directions, and make things disappear when it lands on top of them. Characters will have stats based on speed, jump, and life. The value for each will be based on a scale of 1-5, which will directly control the characters abilities in each category. 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. Life determines how many times a character can die before they reach game over. Each character is a little bit different, and offer different possibilities towards advancing in the game (i.e. Faster but less lives; slower but more lives). The purpose of the game is to advance through and reach the end. When you reach the end of the game as a character, you will unlock another character. For example, if you beat the game with Andrew Jordan, then you could unlock Chris Markowitz. This provides lots of challenges as the player can beat the game with numerous characters and try to unlock these characters. Also, within the game there will be checkpoints. That means once you reach a certain point, you are “safe” up to that point. So if you were to lose a life, you would go back to that checkpoint as opposed to going all the way back to the beginning. Once a character loses all its lives (which depends on which character you choose), that is game over. A game over screen will appear and then the player will go back to the start menu. 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. We are hoping that the game is amusing and entertaining for the students of Magnet. The background of the game will emulate the school hallways, and the enemies and challenges will be related to Magnet. The characters will be based on the students of Magnet.

Roles:

Programmer – Tim Villaluz

Graphics – Jasmine DuBois

UI – Chris Markowitz

QA – Tom Walker

Project Management – Rebecca Blitt