Meeting Notes

February 20, 2014

Summary

* Side-scrolling game
* Character: A robot
* Character remains in constant motion (background moves behind him)
* Five Levels
  + Increasing Difficulty
  + Increasing Duration
  + Character speed remains constant for all levels.
  + Level difficulty is increased through obstacle placement.
* Obstacles
  + Gaps
  + Spikes
  + Color-based platforms
* Controls
  + Character jumps when the screen is touched
  + A small button on the lower edge of the screen changes the color scheme.
* Pausing feature
  + If the player switches to the main screen or presses the power button, the game is paused. When the player returns to the game, a pause screen is displayed with a resume button.

User Description Diagrams

1. Splash Screen
   1. Play
   2. How to Play
   3. Quit
2. How to Play Page
3. In-game diagram (screenshot)
4. Pause screen with resume button (?)

Kernel

* 1 Level with obstacles
* Basic Game functionality (robot jumps, dies, etc.)

Standard

* 5 levels
* Color changing scheme

Super

* 6th level is randomly generated and infinite
* High Scores

To Do

* Game Name
* Time Requirements