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Intro to Programming

15 Jan 2016

Chip’s Great Adventure

Our computer game is based on the classic Disney film, *Beauty and the* Beast and the popular app, Doodle Jump. As a group, we decided to give Chip, the young tea cup, a game of his own.

*Chip’s Great Adventure* involves the titular teacup trying to flee the sink. Along the way, he is encountered by several of his friends: Lumiere, Cogsworth and Miss Pots. The entire game takes place in a kitchen. Lumiere and Cogsworth are the two boosters that the game offers; Lumiere gives Chip the ability to jump higher when Chip lands on him, and Cogsworth helps Chip land safely on each subsequent plate by slowing down time. The entire computer game has the player using the left and right keyboard keys. These boosters will appear as Chip advances through the game, and they are triggered solely through contact with Chip.

The game also introduces enemies to Chip, such as a bar of soap and Miss Pots. The soap will appear out of nowhere and onto the screen, where its purpose is to come in contact with Chip and knock him off. Miss Pots, on the other hand, is static on the screen’s corner, and at any time it can come flying at Chip.