

Final Project Description

Period: 7/8 A

Game Name: Race to Graduation

Team Name: The-Fangirls

Team Members:

Alyssa Beyer: Bug tester

Sarah Dilorio: Code Monkey

Shivanee Hendre: Project manager

Joy Ho: User Interface/ Graphic Designer

Target Audience: Magnet students who enjoy reading Young Adult novels.

Game Description:

The object of the game is to catch as “good” things, avoid “bad” things, and make it to graduation. There will be four levels, each with a different theme:

Level One: Hunger Games (based on the book by Suzanne Collins)

Level Two: Harry Potter (based on the book by J.K. Rowling)

Level Three: Divergent (based on the book by Veronica Roth)

Level Four: Magnet HS

In each level objects, consistent with the level theme, will be falling from the top of the screen. There are objects that need to be caught and objects that need to be avoided.

These objects will be specified at the beginning of each level. The player will have to slide the mouse back and forth to move a player, who is also consistent with the theme, at the bottom of the screen around. Using the mouse, the player will catch and avoid the falling objects.

The player wants to catch fifteen “good” objects. If they succeed in doing that, they move on to the next level. If the player catches a “bad” object, they will lose a life. They are given four chances, or lives, throughout the entire game. If all of the lives are used, the player will lose the game and the program will take them to a game over screen based on the level that they lost in. The score will be reset at the beginning of each level, then the player will again have to catch fifteen “good” objects to advance on. If fifteen “good” objects are caught in the Magnet level, the player will have won the game and will be greeted by a win screen based on graduation.

Other general information:

- An overall instruction screen will be shown at the start of the game
- Levels will become more difficult in terms of how many “good” and “bad” things will be dropped
- There will be no “Play Again” option

Level Screen Instructions**Main Instructions**

The object of the game is to catch as many “good” things as possible, while avoiding all of the “bad” things.

Use your mouse to move the catcher across the bottom of the screen to catch or dodge the falling objects.

You must catch at least 15 “good” objects in order to move to the next level. If three “bad” things are caught, the game will be over. Your score will be reset at the beginning of each level.

“Good” and “Bad” objects will be specified at the beginning of each level.

To win the game, you must beat all four levels.

Good Luck!

Click to Play