

Final Project 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:

There will be four levels. Each level will have 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 (based on our lives)

In each level there will be objects/things falling from the top of the screen. Some things will be bad and must be avoided while others are good and have to be caught. Each level will have different good and bad objects specific to the theme. The objects and whether they are good or bad will be made clear in the instructions before each level. Once the player catches a certain amount of the good objects, they will move on to the next level. The levels will get harder as the game goes on. If they catch three of the bad objects, the game will be over. The score, number of lives, and background will be reset at the start of each level.

There will be an object at the bottom of the screen, who is the player, that will be moving and will recognize the objects. The objects will be caught by the player by using the arrow keys to move back and forth. The moving "player" object will be different for every level, according to the theme. There will also be a different game over screen for every level if the player loses. At the end of the last level, the Magnet level, there will be a picture of graduation. The player will have won the game after beating the last level. There will also be a general instructions I screen at the beginning of the game explaining the basic concept described in this proposal.