Name: Tianyi Ma

NetID: tma8

The assignment number: project 4

Lab section: MW 2:00-3:15

**\*\*\*Special Features\*\*\***

\*1. **Extraordinarily cute** user **interface design** and background music. \*

\*2. Cute **sound effects** that make the game more realistic. \*

\*3. **Stationary obstacles** that reflect the ball for Lob Pong. \*

To play the game, click the “play” button in the middle of the screen. If you want some music, click the “music” button below the “play” button. The game has totally three rounds, in each round your task is to use the orange paddle to reflect the doodle so that it won’t drop down to the floor and die. If you let the doodle die, you will lose a point and a live. You have totally three lives, and if you lose all of them, game over(you can restart the game though). If you successfully keep the doodle jumping within the time limits, you pass the round, earn 3 points, and start the next round. The time limits will be longer and longer, and there will also be more obstacles that can reflect the ball. After you complete all three rounds, you win and can choose whether you want to start over again.

Image sources:

<https://www.cs.duke.edu/courses/fall10/cps108/code/src/vooga/games/doodlejump/resources/images/>

Sound effects sources:

<https://www.cs.duke.edu/courses/fall10/cps108/code/src/vooga/games/doodlejump/resources/sounds/>

<http://soundbible.com/1343-Jump.html>

<http://www.4shared.com/get/dUHMXQaxce/OMFG_-_Hello_Livre_BN500.html>