Final Project Proposal

For my final project, I plan on expanding on my midterm project board game with more advanced and interactive features. The goal of my project will stay the same—the player’s goal is to reach the end position. However, instead of just being asked questions and answering them to get to the end, I will replace some of the questions with minigames that a player plays to proceed to the next position.

One of the minigames I will be adding is a minigame where a player controls a sprite with their up, right, left, and down arrow keys. When this minigame starts, I will make use of “look blocks” to explain the instructions of the game to the player. This game’s purpose is for a player to move a sprite through a mini island to get to the safety zone before a certain time. Once a certain time has passed and the player is unable to get to the safety zone, they fail the minigame and the whole game is over. However, if they finish the minigame, they will move to the next position in the board game. This minigame will make use of loops, “sense blocks,” and “control blocks.”

In another minigame, I want to implement a catching game where players try and catch as many electronics as they can that are falling from the sky. These electronics will be added to a list which players can see on the board to keep track of what electronics they were able to catch. I will also make use of a global score variable to keep track of how many electronics they catch. However, if they catch a burning electronic, they lose points and a burning electronic item gets added to their list. If the player manages to get a certain score during a certain period of time, then they win the minigame and proceed to the next position in the board game.

I also plan on adding “sound blocks” to create more of the game-feel that I felt my midterm project was missing. In my midterm project, it felt more like a trivia game because the player was just asked questions to get to the end. However, the purpose of implementing minigames into my final project board game is to make the game more fun and entertaining. In conclusion, my final goal is to add at least two fun minigames to my game in replace of simple questions. I want this game to be something fun and to also test the player’s knowledge in computer science.