

My idea

Use this to summarize your idea, plan it using sketches, notes and pseudocode as needed

My main idea for the game is a text-based game. The game would be a test where you are presented with 20 questions. Each question would be worth 5 points (out of 100) I would like to add 2 difficulties to select from at the beginning of the game (student and prof) where the threshold to pass will be changed. Also, I would like the game to have some visual aspect / a duck to it so I will try to make it so that to select the answer you have to walk over with a duck in order to select the answers. And lastly depending on the amount of time I have I would like to have some nice visual alongside the game.

Where will the inventory skills be demonstrated? List every one to be sure you've included them.

Skills as per numbered in the skill inventory:

- 1: Going to use it for outline and other shapes for the text.
- 2: Will use it for the text size, and affect the color of it
- 3: Once again for the text placement.
- 4: Will use it to setup some variables, and background and use draw across the whole project.
- 5: will use Random and Noise through a question.
- 6: Will use it to block the duck from getting offscreen.
- 7: These will be used for the movement, w,a,s,d and arrow keys for the movement of the duck.
- 8: The operator will be used in for loops but also in me counting the score when player get the right answer.
- 9: Probably will be used for the duck water ripples and other functions (if I do the ripples)
- 10: Probably will be used to keep track of score/ time. (and others)
- 11: Println will be used both for a question and I will probably use it to troubleshoot some stuff alongside the project.
- 12: Conditional statement will be use to check if duck is within area (to pick an answer) and also to select answers.
- 13: Once again to make sure that duck is within the hitbox to select answer.
- 14. This would be used on the keypressed to make sure and they can use both arrow keys and wasd
- 15: Will be used to switch between the frames of the animation.
- 16: I may use a for loop to increase the size of the ripples
- 17: Will be used to show the the difference between noise and random
- 18: Possibly us to break the loop of #17
- 20: Will use it for the movement of the duck.
- 21: Possibly use it to switch between questions

- 23: Possibly use it to compare the user choice to the correct answer
- 24: Use it to store Name & Last name of User for end of quiz
- 28: Im going to use it in the class that store the username
- 29: Using it to create a new user
- 30: The string for the name in the user class
- 33: Use it in a question regarding array / arraylist.
- 34: Use it in a question regarding array / arraylist.
- 35: Use it to manage the ripples
- 36: we would you add to create ripples/ remove to remove it
- 38: Use it duck's x & y position
- 39: Use it to create an acceleration for the duck running speed
- 40: To make a leash for the last question (because is better)
- 41: (maybe) Use it for lines to give wind particles
- 43: Using the random 2D vector (never used it before)
- Optional:
 - 44: Make a timer to know how long you took to take the test
 - 45: Game Over for the game state
 - 46: Not sure what it is
 - 47: Possibly make it so you can pick up the duck with the mouse
 - 48: The Duck animation
 - 49: Make the duck bump when the mouse is off canvas.
 - 50: If I have time make it joystick compatible.

Milestone 1	Milestone 2	Milestone 3	Milestone 4
<p>What will I deliver?</p> <p>During milestone 1 I will deliver:</p> <p>The basic of the program, not many visual yet. I would like to get a start screen working (will be using the mouse instead of duck at that point)</p>	<p>By milestone 2 I would like to have the base of the quiz ready, Meaning a way to select and calculate the score and cycle through all 20 questions</p>	<p>By Milestone 3 is when I would like to have the duck added (going to be one of the bigger steps) I will make it so that the duck has ripples where it walks and to make it walk all the way to select answers.</p>	<p>Milestone 4 would most likely be me refining the game, adding more detail maybe some chill music for the test and some jokes along the game.</p>
Which inventory skills will this demonstrate? List them.			41.
1.Line	10. Keeping track of the score	6.For the duck within canvas	40.
2. StrokeWeight	16. For the noise/ random question	8. For the ripples	43.
3.CORNER (or any that look better)	17. To show visual for the random question	9. For the ripples size	
4.Setup for the background	18. To break out of random question loop.	15. Switch between animation frame	

5. Background	21. To check if question is answered	20. For duck acceleration	
7. Mouse pressed to troubleshoot and select answers/options.	24. To use it in the name store class	33. Array/list question	
44. Will use a variable to keep track if time passed	23. compare if answer is right	34. Array/list question	
11. Will be used to get info on the mouse placement for coordinate	28. Class to store user	35. Use for ripples	
12. Will be used to know if mouse is within area	29. Create new user	36. Use it for the ripples add / remove	
13. Once again to check mouse coord (to click button)	30. Name registration-	38. Duck movement	
14. Same as before to check that I am selecting the right area.		39. Duck acceleration	
You should deliver approx. 10 skills at this milestone	You should deliver approx. 10 skills at this milestone	You must deliver 30 inventory skills by this milestone.	