Raspberry Pi Final Project Title

Project Team Members
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Project Summary
The Invisible Stalker is a video game that puts an emphasis on hearing. The player will use hearing to locate and stop an enemy by listening for its direction and what type of flooring it sound like it stepped on. Higher level difficulties will feature additional tasks.

Goals and Objectives
The goal for this project is to make a game that relies more on another sense rather than just sight. Using sound as a tool to locate something is rarely, if ever, used in games. When it is used in games, it's only for a small factor of the overall game and isn't necessary to play it. The intent of this game is to make sound a necessary part for completing each level.

GPIO
The GPIO will be set up in such a way to be responsible for the movement of the player and the use of power ups. There will be a light that will light up when the player is close to the stalker.

GUI
The GUI will be a single window that will display different screens depending on the player's input. There will be 5 screens: a home screen, a screen that gives instructions, and the three levels.

Github Repository
This project's Github repository is located at: https://github.com/WyattSt/group-2.git

Gantt Chart

Project Title	Week 1 Dec 20-24				Week 2 Dec 27-31				Week 3 Jan 3-7				Week 4 Jan 10-14				Week 5 Jan 17-21				Week 6 Jan 24-28				Week 7 Jan 31-Feb 4				Week 8 Feb 7-11			
Task 1: General GUI Setup	■	■	■			■	■		■																							
Task 2: Developing levels										■	■	■	■	■																		
Subtask A: Grid Layout										■	■																					
Subtask B: Level Difficulty Settings												■	■	■																		
Task 3: Game Play																■	■	■	■	■	■											
Subtask A: Chatacter Movement																■	■															
Subtask B: Audio Design																			■	■	■											
Task 4: Level Completion																						■	■	■	■	■	■					
In-class Project Days															■													■			■	
Final project presentation																																■