Zach Hopman

Bo Zhang

**Chase**

**Abstract:**

We are making a game like “Tilt to Live” <http://onemanleft.com/games/tilttolive/>. Instead of tilting a handheld device we will be using arrow keys to move. Our goal is to have collision between player and the enemy pieces that you can destroy with certain power ups to give you points and other power ups that do a variety of functions.

**Programming skills**

Variables will be for score, enemy pieces, power ups, and a variety of other counters.

Conditionals will be used to check if you have collided with enemy piece or if you have collided with a power up.

Loops will be used to constantly add to your score and be the timers on power ups.

Functions will be created for each power up.

Arrays will be used for keeping track of all the enemy pieces and their placement on the board

**Data Structure**

We will have a giant loop that constantly checks if you have lost, gained a power up, or killed an enemy piece, inside the loop will be conditionals for the boundaries of the board and for the different power ups to determine if they need to be activated. Score can be added by killing enemy pieces. (Flowchart here)

**Deadlines**

Rough Draft due: May 6th 2013

Final Draft Due: May 10th 2013

Week of May 13-17: moving pieces and enemy pieces spawning with collisions.

Week of May 20-24: Power ups, graphics, and multiplayer if time.

Due: June 7th 2013 (Spread Sheet)