

LOG BOOK:

DATE	TIME	INFO
Wed Oct 8	5- 6 pm	Meeting about game proposal
Thur Oct 9	1- 3 pm	Worked on Game proposal - verifying questions, starting sketches
Fri Oct 10	2 - 4 pm	Worked on the sketches
Sat Oct 11	2 - 4 pm	Wrote the game plan
Sun Oct 12	5 - 7 pm	Worked on the presentation slides
Mon Oct 13	7 - 9 pm	Started working on the GitHub repo

Game Plan / Proposal – Rolly Fox**1. What is the game about (background and motivation)? Why did you choose this idea?**

Rolly Fox is a 2D side-scrolling game where players control **Rolly**, a lively Rollins College fox mascot who can fly. The player guides Rolly as he glides through the air and avoids obstacles placed throughout a colorful version of the Rollins campus. Each obstacle successfully passed adds one point to the score. The goal is to stay in the air as long as possible while avoiding collisions with objects and the ground.

The idea for *Rolly Fox* came from the desire to recreate the excitement of simple yet challenging games that require timing, focus, and persistence. The team wanted to combine that classic gameplay experience with a personal connection to Rollins College. The flying fox represents energy, curiosity, and determination, which are all qualities that reflect the Rollins spirit. This project also provided an opportunity to learn the fundamentals of 2D game development, such as physics, object interaction, animation, and user interface design, while creating something fun and recognizable to the Rollins community.

2. Who are the target users?

The target audience for *Rolly Fox* includes casual players and members of the Rollins College community. This group consists of students, staff, and alumni who will enjoy seeing familiar campus locations in a fun and lighthearted way. Younger players, typically ages 9 to 15, who enjoy quick and challenging games that focus on reflexes and repetition, will also find the game engaging.

The game is designed to be accessible to everyone. Its simple control system allows new players to understand how to play immediately, while the difficulty curve gives experienced players a reason to keep trying to improve their scores. The mix of Rollins-themed visuals and fast gameplay will appeal both to

those who love the campus and to anyone who enjoys short, competitive games that are easy to start and hard to master.

3. What is the context or game world?

The world of *Rolly Fox* takes place in a bright, cartoon-style version of the **Rollins College campus**. The setting includes well-known landmarks such as **Olin Library**, **Campus Center (CC)**, **KWR**, and the scenic **Lake Virginia**. These locations appear as background elements that scroll continuously to create the feeling of motion and familiarity. The environment changes as Rolly continues his flight, transitioning from daylight to sunset and eventually to nighttime to symbolize an endless journey through campus life.

The obstacles in the game are inspired by everyday college experiences. Players will find floating textbooks, coffee cups, graduation caps, and even assignments drifting in the air. These details give the world humor and personality while keeping the gameplay fun and relatable. The art style is simple, colorful, and smooth, ensuring the player can focus on timing and movement while still appreciating the Rollins-inspired visuals.

4. What are the rules of the game?

The rules of *Rolly Fox* are easy to understand but difficult to master. The player must keep Rolly in the air by pressing a key or clicking to make him flap his wings. Each time Rolly passes successfully between two obstacles, the player earns one point. If Rolly hits an obstacle or touches the ground, the game immediately ends.

When the game begins, it remains paused until the player presses the play button. Once the game starts, gravity constantly pulls Rolly downward. The player must find the right rhythm between flapping and falling to stay airborne. The longer Rolly survives, the higher the score climbs. The challenge increases over time as the obstacles appear faster and the spaces between them get smaller. There are no checkpoints, levels, or power-ups, so the score depends entirely on the player's skill and focus.

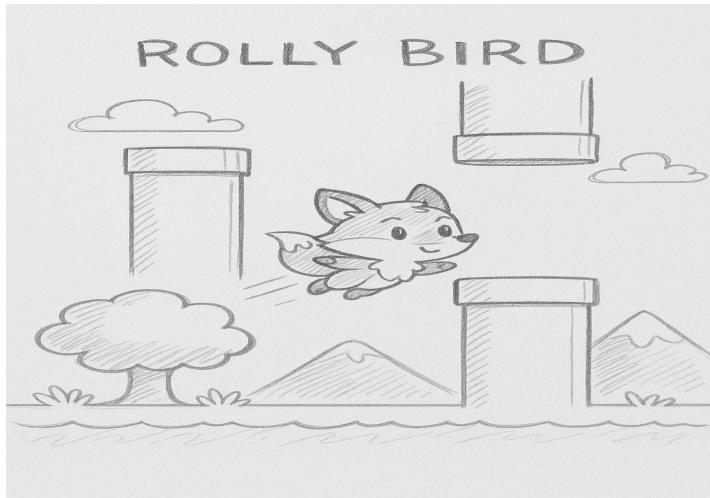
5. What are the controls (keyboard, mouse, joystick, etc.)?

The controls for *Rolly Fox* are simple and designed for quick learning. Players can press the **spacebar** or click the **left mouse button** to make Rolly flap upward. When the key or mouse button is released, gravity pulls Rolly back down. The rhythm between pressing and releasing determines how long the player can stay in the air.

If the game is later adapted for mobile devices, players can tap anywhere on the screen to flap. This single-input system ensures that the game remains intuitive, easy to play, and consistent across different

devices. The simplicity of the controls allows the player to focus entirely on skill and timing rather than complex movement or button combinations.

6. Rough sketch of the idea



Visually, *Rolly Fox* features the fox mascot flying through a stylized Rollins campus. Rolly stays near the center of the screen while the background scrolls continuously from right to left, creating the illusion of forward movement. The player flies between pairs of obstacles such as pipes, books, or caps. Above the gameplay area, a large score counter displays the player's current progress.



When Rolly crashes into an obstacle or the ground, the screen fades to a "Game Over" message, followed by a visible "Play" button that allows the player to restart instantly. The background uses a parallax effect so that the sky, buildings, and ground all move at slightly different speeds. This creates a smooth and realistic sense of depth. The art style is cheerful, colorful, and easy to recognize, with each element contributing to the Rollins College theme.

7. How will the tasks be distributed among teammates?

The project team consists of **Zubair** and **Ally**, who will work together to build the full game. Both members will collaborate closely but focus on specific areas based on their strengths.

Zubair will be the **Programming and Game Mechanics Lead**. He will handle the technical development, including the player's movement system, gravity, collisions, and scoring logic. He will also build the object spawning system that generates obstacles, set up the game interface for the start and game

over screens, and manage the GitHub repository for version control. Zubair will take responsibility for debugging and refining gameplay so that the controls feel smooth and responsive.

Ally will be the **Art and Design Lead**. She will design the visual assets such as the flying fox character, the Rollins campus backgrounds, obstacles, and the user interface elements. She will also create the sound effects and background music to match the light and energetic tone of the game. Ally will focus on making sure the visual style is consistent and appealing while reflecting the campus setting in a fun and creative way.

Both Zubair and Ally will share the responsibility of testing and adjusting the game's difficulty, ensuring it feels challenging but fair. Regular collaboration and communication will help them complete each milestone efficiently. The final result will be a polished and enjoyable version of *Rolly Fox* that captures both the fun of gaming and the pride of being part of the Rollins community.