Project Description:

An infinite hopper game where the player is a submarine and starts at the bottom of the ocean. They must click the spacebar to hop up the screen, avoiding the obstacles (shipwreck wooden logs), collecting coins, and obtaining power-ups. There is no end to the game until the player hits an obstacle or falls off the bottom of the screen. The amount of coins that a user has gained only resets when they close the window. After the player's score reaches 50, the speed of the game will increase slightly. From this point on, the speed of the game will continue to increase by 0.5ish every 50 points. The obstacles will also increase in speed.

Work Completed:

The basics of the game are all working (the player can hop, the background scrolls and increases in speed as the game goes on, the obstacles and coins are randomly generated, all audio channels are working, and there is a score and coin counter). I have also completed some of the lower priority features such as the mute button.

Work Remaining:

I have not yet completed the power-up features which is something that I definitely want to get done, even if it is a very minor part of the game and the power-ups are not super cool. I would also like to do something with the coins because right now, they are sort of pointless, whether that be purchasing different skins or giving the user an option to continue playing, etc…

Issues:

The issue that I am facing is figuring out how in the world I can change the skin of the player. Another issue is stopping the player from continuing with a new game instantly after game over. I could not figure out how to pause the user on the game over screen since I am not making the

user click a play again button and all they have to do is click the spacebar again to start a new game

Directions:

The user will repeatedly click the spacebar to hop up the screen while avoiding obstacles. There are occasional coins that float across the screen from the left to right. To start a new game, the user simply clicks the spacebar again. To mute the music, click the mute button in the top right corner with your mouse. Do not just hold down the space bar the fly to top of the screen because that is lame and also you can only increase your score by clicking the spacebar, so holding it down will do you no good.

* Attach a copy of the code in the zip file for submission