Java Project

Phase 0: Project Proposal

General Information

Project is developing a basic game with two dimensional graphics. The project’s code is going to be written with Java language.

Our character in this game is a frog which is try to survive and escape from dangerous river that is nearby the waterfall. The frog jumps on the rocks and water lilies. The rocks are not safe because of wild birds. Likewise, the water lilies are not safe owing to the fact that it cannot carry this fat frog. Therefore, if users or gamers want to help this frog, they should not stay on the rocks and water lilles for a long time. At the end of the game, the frog reach the safe area which is territory of princess’s castle. The princess founds the frog and kisses it. After that, the frog transform to a prince

Steps:

1. Find or draw basic design of character and the nature
2. Design static graphical user interface
3. Write the code of game
4. Change the design of the character if it is necessary
5. Complete the project

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