

## SYDE 121 Project (Group 11)

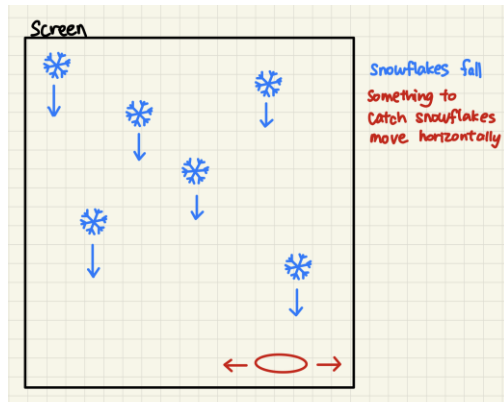
---

Alex Hutchinson 20929599

Kyleigh Sacbabit 20952096

Juyeon Hong 20962599

### Initial Design:



**Objectives:** Your Team's Objectives for the Project (likely as programmers and coders) and for the IE (Interactive experience), and its users.

For the Project:

- Meet the objective, criteria, and constraints of the project.
- Use modern C++ while coding.
- Create and use non-trivial functions
- Easy to read (Organized and step by step)
- Document the code as we go. (Explaining the code through a comment)
- Understandably name the constants, so we know what is happening straightforward throughout the code. Also, appropriate variable names make it easier to debug.

For the IE (Design):

- Make the snowflakes spawn at a constant rate but in random columns of the top row.
- Make the snowflakes fall at a constant rate.
- Spawn the bucket to catch the snowflakes in the middle of the bottom row.
- Make the bucket move horizontally to catch the snowflakes.
- Display Score and life on the top left of the screen.
- Display the "Game Over" message when the user lost 3 lives.
- Display the total points earned by the user when the game ends.

For the Users:

- Our object for this project is to provide a delightful interactive experience for the users.

- Make sure the game is challenging, but not too complex, so everyone can interact with it.
- Add fun by a scoring system where users can compete among themselves, and also 3 live systems where if a user missed three snowflakes, the game would be over.

### Flowchart:

