Final Project Proposal

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Topic: Video Game

The video Game we have planned is a parody of whack-a-mole, but instead of the player hitting moles, the player needs to traverse the level avoiding moles that pop up with mallets trying to hit the player's feet. This will be a timed game where the player will be able to move until time runs out. When the player is hit by the moles their time left will be decremented, and when they collect coins it will be increased. The player will also be able to move to different levels, and the farther they get in the game (More levels they traverse) the higher their score. The levels will be generated based on the algorithm that we will implement.

The autonomous object(s) will be:

The moles

The coins to collect

The controllable object will be the player traversing the level.

The user will need to avoid the moles and collect the coins as they go through the levels.

Roles:

Avery Berchek

* Main Integrator: will plan out OOP code structure with others, and code with the others while developing the main game logic. He will also write the algorithm for generating levels, and work with Hang on the backend development.

Jaspal Singh

* Frontend Lead: Assist in the OOP code structure development, main job will be calling specific functions based on the user inputs and in general front end development.

Hang Liang

* Backend Lead: Assist in the OOP code structure development, main job will be creating functions that Jaspal will be calling. Also he will be working on other miscellaneous back end development.