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CROSSIN’

Final project proposal

CROSSIN’ is a game that I am planning to develop, the game will be in the style of frogger game. the character will need at some cases pass through running dogs, a river, or through car lanes or any kind of obstacles to reach the final destination. every level will have authentic theme every level will have different kind of background and layout that the character should pass through to the final destination and on this game different 4 levels will be created. Based on the coins that the character collected the user will have the chance to buy a shield that could protect the character from dying by the first mistake by the user. And the user will have the chance to buy other characters through the game.

The Libraries will be used are:

* Pygame Library
* Random Library

The user will control the movement of the character (right, left, forward) to reach the final destination safely, the character can’t move backwards so the game will be more exiting and the user will need to make right movements at the specific times.

Based on the amount of coins collected on the game while playing the different levels then the user will get the chance to purchase the shield and/or the different charters available on the store and each item will be at different price points.

At the first check point:

One out of the four levels will be done and the how to play page without the coin collecting system and the shop. As I mentioned every level will have different theme for example: the character will be passing through a garden, or the space theme where a dog is riding a spaceship with galaxy background.

At the final check point:

The three levels left will be done with new themes and backgrounds. and the shop will be created and the coins will be placed on the game map and the coins collecting system will be created where if the player had more or equal to the value of an object then they could buy it, and the shield feature will be created where the player will not die from the first user mistake.