**Assignment 1 – Project Proposal**

I would like to design a small game that I will call “The Adventures of Hairless and Furball”. Hairless and Furball are a fictional couple that live together in an apartment. Furball is very hairy (hence the name) and sheds little hair balls all over the apartment. The player controls Hairless, whose mission it is to catch Furball before he leaves any more hair balls around the apartment. However, if Furball drops a hair ball before Hairless can catch Furball, Hairless must first remove the hair ball and put it in the garbage bin. If too many hair balls pile up before the player is able to remove them, the player loses.

The player can choose the level of difficulty – the more difficult the level, the more frequently Furball drops hair balls.

Decisions will be used to determine if there are hair balls in the apartment, loops will be used to actually run the game, the keys will be used to direct Hairless and the mouse will be used to choose the level of difficulty, and a two-dimensional array will be used to keep track of the position of hair balls.