

Angela Mashuryan and Ellen Wright

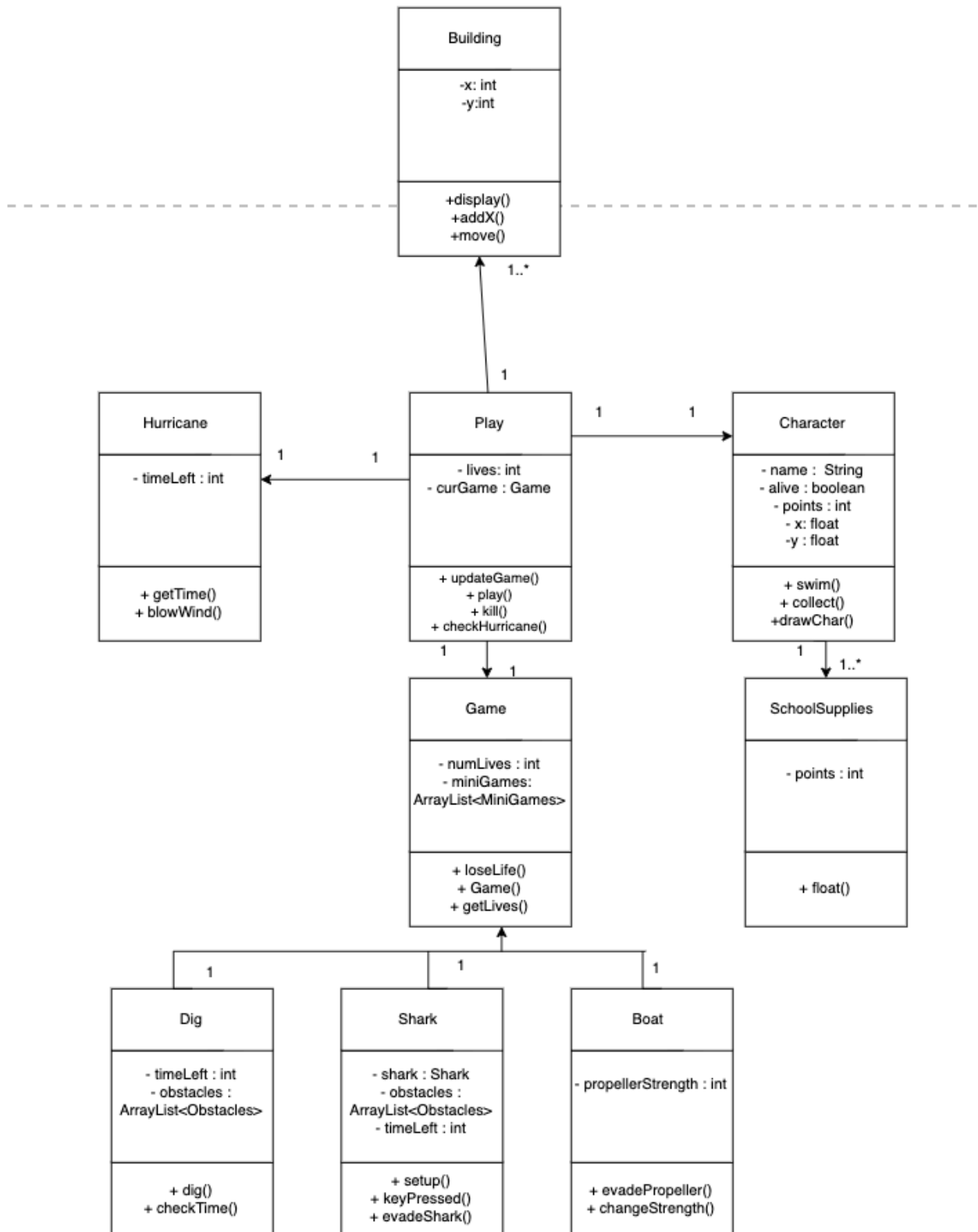
Period 7

Project Title: Hurricane Hoboken

Group Name: The Adventurers

We are creating a game similar to the Oregon Trail called Hurricane Hoboken. The user will navigate through the Hudson River, trying to get from New Jersey to Stuy. They will encounter obstacles which will take them into mini games. They will have three lives within each mini game. They have to reach the end before the hurricane approaches, otherwise, they die. The mini games will include a game where they have to dig out of a sand bank, one where they escape a shark, and one where they avoid the propellers of a boat. Along the journey, the user will be able to collect school supplies to get points.

We are not planning on using libraries for this project.



Directions:

A start button will appear on the screen, and once it is pressed, the user will have 10 minutes to navigate through the game. They will use the arrow keys to navigate and the mouse to do some tasks/mini-games. Instructions will be displayed on the screen.

Functionalities/Issues:

We currently have our first mini-game, dig, and the character class, which provides functionality for the user to advance through the game. We have the background set up to display a cityscape and the water that the user will navigate through. We have the swim method, which causes the background to move backward and the character to swim forward. We had some issues with getting the limbs to move properly for the swimming. We have started our shark mini-game, but it is not fully functional.

To be added:

We plan to add the time limit and hurricane by the next meeting and finish the boat and shark class for our remaining mini-games.