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CSCI 4661-001

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Project Proposal: Egg Drop

I am changing my project proposal from Soccer Swipe (original proposal) to Egg Drop (final proposal). Though not the proposal document has been updated until now, I decided to change my project proposal early on in the semester.

The name of the application will be Egg Drop. It will sprites found online whom are characters from the popular handheld game Pokémon: Ash and Exeggcute. Here are ideas that Egg Drop will feature:

Setting:

Grassy terrain

Cloudy sky

Body of water in the background

Player in center

Choose from other settings **(Not yet implemented)**

Idea:

Avoid falling objects of which are Exeggcute (there will be plenty to make the game difficult)

Tap Left half of screen to run Left

Tap Right half of scren to run Right

Collect coins

Use coins for shop for power-ups **(Not yet implemented)**

Keep track of time alive

Able to quick replay after losing the game (thus making the game feel addicting because it is difficult to stay alive from falling objects)

The player must run left or right in order to dodge these Exeggcute. The goal is to not get hit and stay alive as long as possible. The player can collect coins and possibly use these coins to make purchases in a shop to improve the gameplay. The gameplay should feel like an endless runner; however, opposed from all other endless runners, the player is not set to run in one direction. The player can choose which way to run.