

LETTER LIZARD

CS 798

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Outline

- Proposal
- Gameplay
- Choice of Languages

Proposal

- ‘Letter Lizard’
- Series of scrambled letters are displayed to the player
- Aim : To construct as many correct words as possible before time-out

Gameplay

- User interaction steps
 - Load splash screen
 - Hit space to begin game
 - Random sequence of letters are displayed
 - Find existing English words from the letters on screen before timer runs out

Potential Additional Features

- Configurable difficulty
 - Number of rounds
 - Time per round
 - Esoteric vs easy words
- Arcade Features
 - High score tracking
- Multimedia
 - Music
 - Game sounds

Splash Screen

Letter Lizard



A Game by CS798 Team 4
Winter 2014

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Press Space to Start

Main Menu

Letter Lizard



Main Menu

Number of Rounds:

5



Time per Round:

120



seconds

Difficulty:

☐ easy

☒ normal

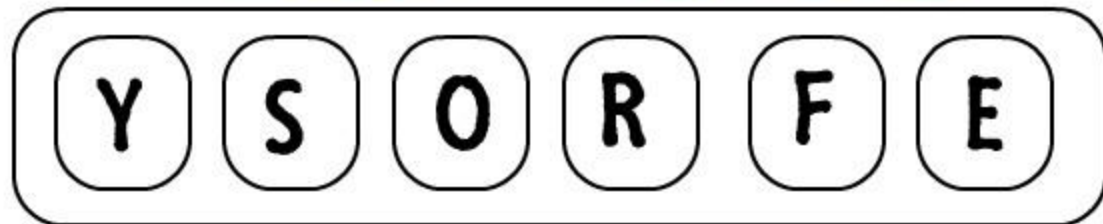
☐ hard

Start

Quit

Game Features

Letter Lizard



Time Remaining: 1:47

Score: 0

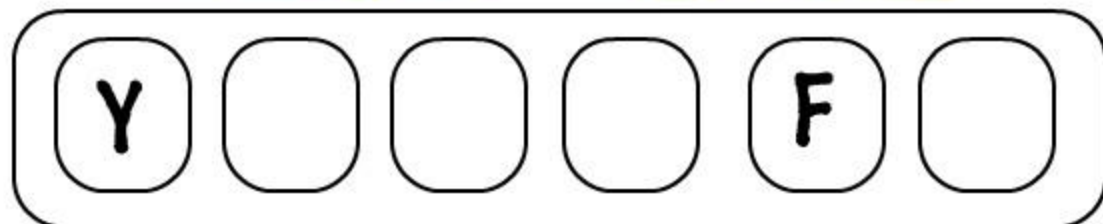
Shuffle

Hint

Main Menu



Letter Lizard



R O S E



Time Remaining: 0:57

Score: 56

Shuffle

Hint

Main Menu

FOE
FOR

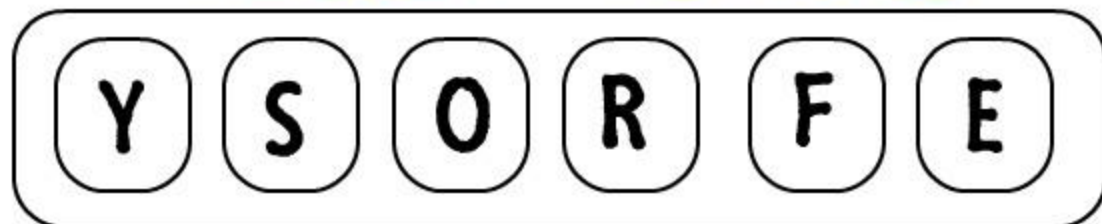
FOYERS

SOY

SERF

FOYER

Letter Lizard



Y _ R _



Time Remaining: 0:32

Score: 67

Shuffle

Hint

Main Menu

FOE
FOR

FOYERS

SOY

SERF

FOYER

Choice of Language

→ Python

- ◆ Easy to learn
- ◆ Extensive game libraries
- ◆ Flexible
- ◆ Friendly syntax
- ◆ Huge online community

→ Ruby

- ◆ Simple and ease of use
- ◆ Powerful and flexible

Choice of Language

→ Javascript

- ◆ Browser-based
- ◆ Runs on client-side
- ◆ Can play without having to install any additional software
- ◆ Ease of deployment

→ ? Lua ?

- ◆ Not covered in course, but very popular game scripting language

Questions?