Autumn & Kerwin

Intro:

The game is a 2-player game. One plays as SpongeBob the other as Patrick the goal of the game is to catch as many bubbles in the allotted time the one with the most wins.

IO:

The players use the key board, SpongeBob uses the arrow keys, and Patrick uses a,w,d. There is a pop-up screen that the players play on. At the top the scores and time remaining are displayed and the players move their character across the bottom of the screen. “w” and up arrow key allow the characters to jump over each other since they cant cross and if you reach the end of the screen you appear on the opposite side.

DD:

The players start at opposite sides of the screen SpongeBob on the left and Patrick on the right. from there, there the time will start, and the bubbles will begin to fall the first character to the bubble receives the point. There are also dirty bubbles that either will take away points or cause some other negative action like shrinking character size or slowing down the movement speed. When the timer reaches 0 the player with the most points wins, and in the case of a tie an extra 10 seconds will be added until there is a winner.

The screen will have a background image and similar sized characters so that the game is fair no matter the character you play. Possibly there will be background music. Reset buttons and a replay button after the game is over may also be included.

Scope:

There are a lot of things we hope to include in this game like levels and added difficulties with power ups and downs. But the initial scope is to have a functioning one level game with a set time and 1 form of power down to add difficulty. Anything beyond that will be added depending on how much time left before the due date. There are a few limiting factors the first is how many tie breakers until you call a draw we could set a limit or leave it open? Second what happens when the two players reach a bubble at the same time who receives the point or do neither of them receive the point? These will have to be solved as we write the program to find out what works best for the game.

Test Cases:

Open > Count Down > game play > player 1 wins

Open > Count Down > game play > player 2 wins

Open > Count Down > game play > Draw > added time > player 1 wins

Open > Count Down > game play > Draw > added time > player 2 wins

or

Open > Count Down > game play > Draw > added time > Draw neither player wins

Additions:

* jellyfish
* be more specific with test cases