

# Game Proposal

1. **Team Name:** Mines Games (Bao Nguyen, Andrew Hupp)
2. **Game Name:** Super Baoser
3. **Description of Game**

The proposed game will be a platformer. A platformer is a game where players jump and move across the screen to interact with various platforms and enemies in order to reach a goal. The game will be composed of floors and screens. Each floor holds a sequence of screens that the player must traverse before unlocking the next floor. Players can move freely between the screens on a floor. Floor completion time and death count will be tracked.

## 4. How the keyboard and/or mouse will be used

The keyboard will be used to handle game inputs. Spacebar will likely be used to jump. The arrow keys will likely be used to handle directional input. Other keys may be used as necessary for other movement types or possibly items.

## 5. What is the goal of the game?

The goal of the game is to advance through a sequence of screens to reach the end of each floor. It is up to the player to decide if they want to maximize their speed, minimize their death count, or both.

## 6. How can you lose the game?

You can't lose the game. Death moves the player back to the beginning of the current screen so that they can try again. This cycle repeats until the player gives up or advances to the next screen.

## 7. How can you win the game?

The player wins by completing every screen of the floor in sequence, at which point they can start from the beginning if they want to try for a better score.

## 8. What is your score mechanism?

Players will be scored based on their death count and speed. At the end of the run players will be able to see the number of deaths they got on each screen as well as their total death count and completion time for the floor. The lowest time and total death count per floor / screen will be viewable by the player. These can be seen as the high scores for the floor, and can be updated separately.