Bruce Canady

Tony Garcia

CSC 200 Final Project

Tony and I decided to work together for the final project. Our idea is some type of ball

bouncing game where you are a Siberian Husky and you want to bounce a tennis ball.

We brainstormed a little bit and am sure will be changing some of the game mechanics.

So far, we are thinking that there will be one ball that falls from the sky and the goal

is to keep it from getting past the husky. The top and sides of the screen will bounce the

ball back, but if it gets past the husky at the bottom of the screen it will cost a life or points.

Then after a certain amount of time, there will be random food that falls from the sky that the husky will want to eat/avoid while bouncing the ball. Items like salmon, bones, and other things that dogs like to eat will give a benificial bonus (such as points or health) and poisonous items like chocolate will give a negative effect (cost a life, etc.).

The user will control the husky by using the keyboard. There will only be left/right movement. We plan to animate the huskies movement. We also talked about some type of "power up" where we can animate the huskies size and have him grow bigger. Maybe each time he eats a good food he grows a little bit in size (making it a little easier to hit the ball, but harder to avoid bad foods).

We plan to have some kind of scoring system. You will get points every time you bounce the ball and also when you eat beneficial foods. You loose points if you miss the ball or eat bad food.