Project Proposal

Team members:

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Project Title:

"Parachute Drop"

Project Description:

The player controls a falling parachutist, from a 1st or 3rd person view. He attempts to avoid obstacles, such as birds, coming towards him. The player will be able to move horizontally in eight directions, and slow down for a short period of time. If the player is hit by three objects, he will lose a life and will have to restart the level. The player may also collect special objects to get extra points, lives, etc. The game will have several levels of increasing difficulties with additional obstacles and faster speeds.