**Team T01-04 Project Proposal**

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GAME TYPE:

The game will be similar to a 2D runner like Jetpack-Joyride where the player constantly moves across the screen from left to right, avoiding obstacles that appear in their path as they move towards their goal. Several checkpoints, and simple in-game cutscenes will break up the game, which will play seamlessly; the environments and types of obstacles changing as the player moves towards their goal.

PLOT:

The plot follows a chair whose left behind in a gym after a school exam, and follows his journey to reunite with his beloved desk. His quest will take him through three school themed environments including the gym, a hallway and finally the classroom where his beloved is being held captive by another chair.

STRUCTURE:

Each obstacle in the game will behave uniquely, and be themed according to the environment the player character is travelling. Examples of obstacles include textbooks, desks, gum on the floor, LEGO, building blocks, and freshly waxed patches of floor.

The player will also be able to pick up different forms of collectibles that will give them different abilities, by adjusting their current attributes or adding new attributes, and changing the way they interact with the environment and obstacles.

A health bar for player-health will also be implemented, and will be used to determine if a game-over is initiated. The health bar can be refilled with health collectibles.