**Team T01-04 Project Proposal**

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GAME TYPE: Animation Application or Game

STRUCTURE: The game will be similar to a 2D platforming game where the goal of the player character is to travel from point A to point B, the challenge provided by physical obstacles that attempt to block his progress.

SETTING: A campus building.

PLOT: A love story between a lost chair, Theodore, and the desk, Antoinette in a university building.

Theodore and Antoinette are separated when a student moves Theodore to a different part of the building for his own selfish purposes, leaving Theodore alone, destitute and heartbroken.

The game takes place during Theodore’s nighttime struggle to traverse the building to return to his lost love, but the university is filled with many dangers that will try to prevent him from reaching her. These dangers include: a kids area filled with LEGOS, a slippery bathroom, a concession area, and a risky parking lot.