GoToZero

**Programming Language**

JAVA

**UI library**

JAVA FX

**Game Name:**

GoToZero

**Goal of the Game:**

The goal of the game is through the mathematical operations addition and subtraction to reach a score of 0.

**Objects:**

* **Background**
* Background menu – background image for menu
* Background game – background image for game
  1. **Menu**

The Main menu gives the player the following options:

Start - starts the game

Help – describes the goal of the game

HighScore – shows high-scores(TO DO)

Quit – exits the game

* 1. **Falling objects**

Falling object number – falling numbers with random value

Falling object sign – falling mathematic signs corresponding to the mathematical operations of addition, subtraction, multiplication and division(TO DO)

Falling object symbol – falling symbols (like $, %, #) which have an unpredictable outcome for the score(TO DO)

* 1. **Main Player**

Object controlled by the player, representing a female ninja who runs side to side and collects the falling objects

* 1. **Static Objects**

Score – object, which shows current score

Timer – object, which shows time elapsed since the game has begun(TO DO)

* 1. **Other Objects**

Pause – the player can pause the game at any time with the button Pause(TO DO)

Exit – the player can exit the game at any time with the button Exit(TO DO)

**GamePlay:**

When the player starts the game, a game menu is shows with options for Single Player, Multiplayer(TO DO), High Scores, Settings(TO DO) and Quit

* 1. **Избор на бутон Start**

- starts a new instance of the game with the background game image

- a random three digit number is shown on the screen, which is the score the player has to reach

- starts the game timer

- a random number of falling objects begin their fall from the top of the screen

- each object has its own individual “fall” lane

- the player(aka the ninja) is spawned at the bottom of the screen

* 1. **End Of The Game**

- the game ends when the current score reaches 0

- the timer is stopped and the time elapsed is written on the screen(TO DO)

- the player’s score is compared to the High Scores(TO DO)

- the player can enter a username, if his score is within the top 5(TO DO)

- through a back button, the player can return to the Main Menu(TO DO)

* 1. **Help**

- shows the game goal and typical gameplay

* 1. **Highscore**

- shows the top 5 scores the their corresponding user names

* 1. **Quit**

- Exits the game

* 1. **Pause**

- the player can pause the game at any point, but the falling objects become hidden while the game is paused.