**Game Project Plan**

1. Later in this course you will be creating your own graphics-based computer game. Think of an idea (original, or recreation of a classic game) for a game and describe it by giving *detailed* answers to the following:

a) What is your game about?

Answer

b) Does your game use levels or a point scoring system?  Explain how this would work.

Answer

c) What is the objective of the game?

Answer

d) How will the user interact with the game?

Answer

e) How many different background images does your game require?  Describe each such background.

Answer

f) How many different sprite types does your game require?  Describe them (e.g. hero, enemy, golden coin, treasure chest, sword, spaceship, etc.)

Answer

2. Create/collect images for your sprites and backgrounds and save these image files in your project folder.

* All images should be in PNG or JPEG format. Use a graphics editing program to convert images if they are in a different format.
* If you use images that you did not create yourself, you must make sure that they are either public domain, or that they are distributed under a license that permits you to use them. In the space below, provide the URLs of any such images and indicate the license being used (e.g. “Creative Commons BY-SA”).

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