**Final Project ideas.**

Assessment Details:

Combining multiple coding and design skills you have learned in the module, create an interactive project/game that incorporates, extends, and/or subverts established mechanics that you might draw from retro-games or other kinds of interactive media. You should carefully consider aesthetics, objectives, and interactivity in the design and development of the project/game. As a general guideline, projects should be between 250-500 lines of code and contain some original assets (objects/sprites/backgrounds/etc). Students will also be marked on their ability to document their code with comments.

Alongside the sourcecode, you should include a README (250-500 words) that includes the following:

A screenshot of your project, showing how your project/game looks.

An explanation of how to interact with your project and its objectives.

Some context for the creative decisions you made.

How you could envision extending it given more time/resources.

*The Idea for the game was simple, It would be tf2 themed the sprites would consist of sandwiches dropping from the top of the screen. and the name of the game would be “quick snack.” The concept of the game will be to collect these sandwiches in the mouth which would be able to moved left and right only with your mouse. Clicking on one of these will result in a “GAME OVER,” screen, as I have always been fond of them, after first being introduced in pinball machines and arcade games, which is what my childhood mostly grew up on.*

*Taking inspiration from the code of the catching game, I decided to restyle it with sprites*

*Sprites –*

*Sandwich*

*Heavy mouth*