TEAM FIRESTAR

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Project Name: Falling Words

Project URL: *https://fallingwords.codeplex.com/*

Game idea

The idea is not original. There are plenty of different implementations, among which Mindjolt's **Typing Maniac** is one of the most popular *http://www.mindjolt.com/typing-maniac.html*

Words are falling (moving top-down). Player's goal is not to allow words reaching the bottom of playfield. Player can remove from playfield any falling word by typing it in full. Falling words are dynamically checked for match with the typed sequence.

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Game implementation

The game is Console application. There is start menu with options. Word array in a text file (for the purpose of this project 50-word set), is used for falling words.

Gameplay

Any word is appearing at random horizontal position at the top of the playfield. There is a limitation for number of words on playfield. At beginning only few words are falling at a time, increasing with game progress. Each word reaching the bottom is considered error – it takes a life, cleans the screen and word-fall starts over. Game gradually increases speed and so does the perception for difficulty.

BOSS FIGHT

At certain moment, triggered by successful sequence of word clearances, Boss Fight mode is enabled.

Progress measurement

There is a Points counter in the top-right of the playfield. Each successfully typed word pumps-up the counter.

Sound effects

- Keystrokes sounds can be enabled from start menu.
- BOSS FIGHT is introduced by arcade, style-80's sounds
- Cleared word and word-down also invoke specific sounds

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TO BE developed

Dictionary upgrade

Different word sets (in different files) can be used, each compiled for specific level of difficulty (i.e. longer words or non-popular words can be considered more difficult).

Progress measurement upgrade

At increasing difficulty level the counter increment will increase appropriately.

High-score

Player results are written upon each game completion in text file, containing current ranking. Ranking will be seen from game main menu. Different ranking will be implemented - for points, for word-counters and for letter-counters.

Cheats (power-ups)

- Cheat code to activate **FREEZE** mode – words freeze for some short period of time allowing player to catch-up with screen clearance, then word-fall continues from freeze position (only words not cleared during FREEZE mode). *Word-fall is only suspended, without initialized and game progress remains intact.*
- Cheat code to activate **ARNIE** mode – screen is cleared and new words start falling from top. *Word-fall is initialized, while game progress remains intact.*