J. Gerstein

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I will be creating a game in which the player needs to fill a certain percentage of the screen with balls that will grow until they hit each other, the wall, or other balls that will bounce around the screen. If the player reaches the percentage needed to win, they move on to the next level. As the levels progress, the number of bouncing balls increases. If a growing ball is hit by a bouncing ball, the number of lives decreases. Each level increases the number of lives available.

My idea for a game filling as much of the screen as possible comes from a game called Jezzball I used to play back in Windows 3.11 days. Thinking back to how it worked helped me come up with the scoring for my game. For clearing the level, the player will earn a certain number of points based on the level number. For each percentage cleared beyond the threshold, the player will earn bonus points. This gives the player an incentive to do more than the bare minimum of filling at the risk of losing lives. The audience for my game is people of just about any age other than young children who prefer to beat their own high score than to go against other people.

To figure out the percentage of the screen that is filled, I’m going to pick a color for all the GrowBalls (which is how I’m referring to the balls that grow to fill the screen) and check to see how many pixels on the display are that color.

Roles:

Programmer - J. Gerstein

UI/Graphics - R. Anderson

QA - M. Hagan

Project Management - M. Selvoski