Game Title:

Dunk A Prof.

Programming Language:

Java SE 8.

Dunk-able characters:

-Professor: College Professor.

-Dean: College Dean.

-Trutee: falls into an acid tank and shreds the skin off.

Machine Target:

Standard Java desktop application using JFrame.

Gui Size:
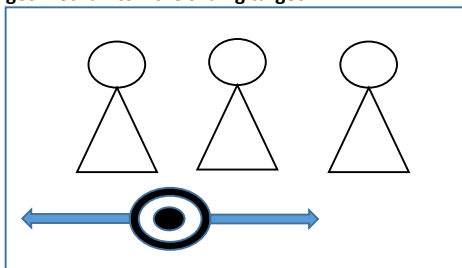
800 x 600 pixels

Game duration:

every game will last for about 1 to 2 minutes. (needs testing)

Winning objective:

All dunk-able characters indefinitely re-spawn once they are dunked. Players strive to dunk as many dunk-able characters as possible during the limited time in order to score as many points as possible.

Game Mechanics:

-Target Mechanics – the sliding target:

As shown in the picture above, there is a single target that slides to the left and right. If the target is hit while it is under one of the dunk-able characters, the character above the target will fall. If the target is hit when it is between two dunk-able characters, the two characters between the target will fall.

Scoring: Every character has a bar that keeps track of how close they are to falling. The bar can go up or down. If the characters target is hit the bar decreases. If the target passes the characters target n times the bar increases by some percentage. If the bar reaches 0% the character gets dunked.

Each character will have a different "health bar" associated with it that makes it more or less difficult to dunk them. Say the professor has a health level of 10, the dean has a health level of 15, and the trustee has a health level of 20. The level of graphics related to dunked character to should be correspondingly rewarding.

Game Modes: Easy, Medium and Hard. The difference should be in how difficult is to hit a target (how fast the target moves and how precise the hit needs to be in order to be registered).

How to Lose:

If any characters health bar remains at 100% for n passes of the target the user looses.

Scenes:

- Intro (title and mode selection)
- Main (where the game is played)
- Dunks (each character gets a special dunking scene)

Sounds:

- Theme song.
- Boos when user a misses a characters target n times.
- Cheers when character is dunked
- A bleep when the user scores.
- Professor taunts when user misses n times: "you're a d+ player at best" (or something else)
- Dean taunts when user misses n times: "you'll never get into my graduate program" (or something else)
- Trustee taunts when user misses n times: "with students like you I'm clearly wasting my money" (or something)
- Professor pleads when user scores against them: "don't worry I'm grading from the curve" (or something)
- Dean pleads when user scores against them: " Please, a recommendation from me is like gold in your field" (or...)
- Trustee pleads when user scores against them: "Stop, Don't you know who I am".

Buttons:

Space bar is used to register hits against the target

Up and down arrows are used to select the game mode (easy, medium, hard).