Concept and technical pitch

Summary

Jurassic Run will be an action interactive game that is based on the griddies exercise and the infamous google game when there is no internet connection often referred to as Dino Jump. Also, this game will use some aspects of the pong game, specially with the minidinos. The game consists of a Trex running through an apocalyptic world as he escapes the fallout from a devastating asteroid, the more minidinos he finds, the stronger he gets but the catch is that minidinos are not so easy to catch and if after a while he does not catch any, our Trex friend will become extinct in addition, Trex has to be careful to not touch the asteroid fallout (fireballs) as it damages his health. The user must use the up, down, left, right arrows in order to move, capture minidinos and avoid the fireballs. These minidinos are not static as they will be moving randomly through the screen and therefore requires the player to calculate the right time to move in order to catch them.

Technical Approach

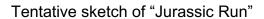
This project requires several techniques and concepts that we have learned throughout the course such as OOP, the classes will be the Trex, the minidinos and the fireballs. If statements will control functions such as how strong the Dino is or how weak it becomes, the random function for the food as it randomly moves around the screen, the noise function for the fireballs, Pimages for all the objects on the game, arrays for the minidinos

and the fireballs, P3D for the fallout (possibly), and also sound for every time the trex eats the food or gets hit by a fireball.

Inspiration

Originally, I wanted to make a different version of the Dino jump by google but as I kept brainstorming and reviewing past exercises I came up with the idea of incorporating other ideas and develop them further, these being Pong and Griddies, by taking the idea of bouncing objects and taking "energy" from objects respectively.

Media

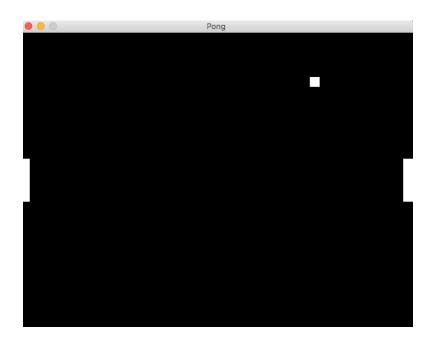




"Dino Run" by Google



"Pong"



"Griddies" by Pippin Barr

