**Title**: Cosmic Combos

**Description**

The main idea of the game is drawing patterns under asteroids that approach earth. Asteroids will approach in waves, where in each of the three stages of the game, the patterns drawn under the asteroids get progressively more difficult and longer. The player will gain more points towards their overall score if they successfully combo multiple asteroids. If an asteroid gets too close to earth, they’ll lose a heart. If too many hearts are lost, you lose. There will be a special asteroid that gives back hearts.

**Similar Projects**

<https://doodles.google/doodle/halloween-2020/>

* Character lives
* Assigning colors to each of the patterns as they’re drawn
* Moving parts in the background
* Animations for when the character when drawing the shapes

<https://osu.ppy.sh/>

* Combo system
* Parallax backgrounds

**Version Control / Backup Plan**

I am storing my code in a Github repository:

A screenshot of a computer menu

Description automatically generated

**Tech List**

None

**Storyboard (**[**LINK**](https://miro.com/app/board/uXjVLCbV4v4=/?share_link_id=637591158844)**)**

Starting Screen/Basic Game HUD

**A screenshot of a computer screen

Description automatically generated**

Dynamic Time Warping Algorithm to Detect User-Drawn Shape/Accuracy

**A screenshot of a computer

Description automatically generated**

Losing Hearts/Combo Creation Algorithm

A screenshot of a game

Description automatically generated

Final Boss

**A screenshot of a video game

Description automatically generated**