

Group 15 CPSC 233 Project Proposal

Members:

Heavenel Cerna
Marc D'Andrea
Kevin Huynh
Issack John
Daniel Nwaroh

ASTRO JUMP

Game Type:
Endless Arcade

Game Mechanics:

The game controls will mainly be based using the key board. The game initially starts with a player controlled avatar that is spawned in the bottom middle of the screen. The left and right arrow keys will be used to move the avatar in different direction. The player is then prompted to press the up arrow key to initially launch the character in the air.

The goal of the game is to have the avatar make contact with randomly generated objects in order to keep the avatar from falling to the bottom of the screen. When the player makes contact with these object, the avatar propels upward. A point value is added to the user's score when the avatar makes contact with the randomly generated objects. If player fails to hit the objects and descends below the bottom of the screen the game ends and the player is rewarded a score.

