

This game is inspired by games such as Pong and a game I played as a younger child, Sharks and Menos. This game is operated with a red boat sailing against a gray shark, going through the seas to win the game in the green zone on the right of the map. Currently, the game also produces an end image after you can win. After pressing OK in the browser, an image saying “You Win” will pop up in the bottom right corner. This experience is meant to capture the essence of Pong, how it has similar play-styles, however, keep a modern approach to the idea of physical games like Sharks and Menos. I wanted to create this game for my father, as he enjoyed similar games such as Pong and Tetris, so it would be good if my father tried this.

However, the planned final version is much different than the initial version. My planned game is a seamless ship versus 5 sharks that are trying to sink the ship, which eliminates you. The sharks are randomly spawned and move swiftly. It is a challenge to move to the end, and if you are eaten by a shark, you are eliminated. I also plan to have these eleven improvements by Week 10, Class 2.

Improvements made after the first project proposal for Week 11, in exact order:

1. Make multiple sharks show up against the boat (Week 8 Class 2)
2. Make the sharks confined to vertical and horizontal movement (Week 8 Class 2)
3. Make it a bit harder to win. (Week 8 Class 2, after school, before Week 9 Class 1)
4. Make the boat a physical boat shape, so it's easier to see it. (Week 9 Class 1)
5. Make the game have a lighter background for the eyes, a more pleasant color. (Week 9 Class 1)
6. Make the boat have a horn sound whenever you move the boat (Week 9 Class 2)
7. Add a nicer font to the game, such as Questrial. (Week 9 Class 2)
8. Improve the “You Win!” screen to not require an OK button after this. (Week 10 Class 1)
9. Add an image for a “Try Again!” if you are eliminated by a shark. (Week 10 Class 1)
10. Add another audio for moving the boat, such as an engine sound. (Week 10 Class 1)
11. Add an enemy ship to sink you if you get too close to it. (Week 10 Class 2)
12. Make sure the images of “You Win” or “Try Again” are in the center and bigger. (Week 10 Class 2.)