What will your program look like at the end?

Our program will be a platformer/side-scroller video game. We will have a graphical user interface that the user interacts with. The game will function as a platformer until the user collects all the items, at which point the game will transform into a side-scroller.

How will the user input work? (e.g., clicking, keys on the keyboard, specifying a file, what have you)

The user will start the game using terminal commands. From that point forward, they will input keyboard commands (w, a, s, d) to move the character in the GUI.

How will the program respond?

Our character will respond to user input by moving around the screen in the direction the user indicates with the keyboard. Also the game environment will change after the user collects all 3 items, which the user will take advantage of to complete the final level.

What purpose does it serve? (e.g., is a game, a productivity tool, a screen saver?)

Our program is a game.