Name: Cloud Burst

What does it accomplish?

This program accomplishes the task of entertaining and wasting the users time for many hours.

User controls:

Jump spacebar

move left left arrow key

move right right arrow key

levels?

One long level preset by the creators.

Team Members:

Michael, Mahaley, Jonah, Travis, Bradley, Ashley, Mellenia

Description of what the program does in some detail:

This program takes the user’s inputs and moves the main character, Dewey, around the map as he must vertically move from platform to platform while avoiding the rising water below him. This program generates random platform boards throughout the map vertically for Dewey to jump on. Random rain drops are generated in random locations of the sky falling towards the ground which Dewey must avoid touching or else the game will come to an end. Should the rising water touch Dewey, the game will also come to an end.

Dewey, the main character, is only allowed to be hit by the rain drops twice. On the second hit, the game will come to an end with a message stating, “Dewey has been washed away!”. Allowing Dewey two hits from any of the two water sources gives the player a chance to jump out or away from danger.

This program allows the user to navigate using the left arrow key to move left, right arrow key to move right, and spacebar to jump.

Description of the UI:

Main screen will consist of the game title “Cloud Burst”, a start button to begin the game and an exit button to close the program should the user not want to play anymore. The UI will be drawn up by both Mahaley and Michael.

Division of Labor:

Visual Design Team

1. Mahaley –design (GUI, main character design, background movements)
2. Michael (online student) –design (GUI, main character design, background movements)  
   Please see attached images for mockups.

Main Character Team

Objects and methods – the main character (Dewey) and all of his actions

1. Jonah

2. Brad (float between main character and rising water)

3. Travis

Platforms/Rain Drops/ Rising Water Team

Objects and methods – friends or symbols (characters to be collected by main character)

Objects and methods – Rain Drops & Rising Water. Rising water comes from the ground up (flooding)

1. Ashley

2. Mellenia