

# Final Project Proposal

## Intro to Computer Science - Section 002

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Late to Class! is a game where you are an NYUAD student with a simple, but often difficult objective: getting to class on time. But somebody filled the High Line with obstacles! Fight your way through the NYUAD maze, avoiding campus cats, and sleepwalking students. In the door of the classroom, find the mastermind behind all of this, and take them down!

### Game description

The game starts with the main character, and a set of walls with randomly placed gaps coming downwards from the top of the screen. Every wall has a door, which the character has to throw a notebook at in order to destroy it and pass through. The character loses if the walls manage to push it out the bottom of the screen. The locations of the walls' doors are random, but the speed they descend at will get faster as the game progresses.

Within the walls, there will be two types of enemies: campus cats and sleepwalking students. The character should throw a notebook at them or jump above them to avoid them. If the character collides with an enemy, the enemy will disappear, and the speed at which the walls come down will increase.

The character wins if it manages to pass through a set number of walls (to be defined later). When this number is reached, a final boss battle starts. Your character encounters the Evil Professor: an enemy located at the top of the screen that shoots projectiles down at the character. While fighting the Evil Professor, the character still needs to pass through the walls. The character needs to throw a set number of notebooks (to be defined) at the Evil Professor to win.

### Controls

- Mouse: click to throw a notebook
  - Use: destroy doors so you can pass through the walls, or get rid of enemies
- Keyboard: WASD
  - Use: walk in the four directions
- Keyboard: Space
  - Use: jump over enemies

## Tasks

### Chun-Ting Liu

- Enemy class
- Main character class
- Movement
- Jumps
- Final boss
- Winning condition

### Juan Piñeros

- Wall generation and display
- Parallax backgrounds
- Shooting interface
- Projectile class
- Collision detection
- Losing condition

### Preliminary sketch

