CPSC 233

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**Project Proposal**

**Game:** Tile Game

**Features:**

* Two modes (Race against the timer or beat your hi-score)
* Game will constantly be checking if the user has the correct order of the tiles
* Tiles could be formed into a picture or a certain color combination
* Random pictures could be generated in each new game started

**Finishing the game:**

* Once the user has the correct order, the game will end and a winning screen will appear or,
* If the user does not beat the tile game in the amount of time given in the “Race against the timer” mode or,
* If the user does not beat their previous hi-score in “Beat your hi-score” mode or,
* If the user does beat their previous hi-score