**CPTR 141 – Intro to Computer Programming:**

**Final Project Overview**

Group: Kandice Gage, Alina Bylard, Elizabeth Selby, Matt Shankel, Christian Lott, Micah Swensen

Team Leader: Kandice Gage

Secretary: Elizabeth Selby

Programmers: Elizabeth Selby, Alina Bylard, Matt Shankel

Documenters: Micah Swensen, Christian Lott

Project: Our ultimate goal for this project is to make a game that has three parts. The first part would be a game similar to the game Frogger where to win, you must cross the streets without being hit by a car. If this level is passed, there would be a transition into a game where you must jump from platform to platform, avoiding obstacles, with the goal of reaching a door at the top. Once this door is reached, the user than “unlocks” the door by identifying different 3-D shapes, given only two angles. (This game would be a multiple-choice game). When all three parts are completed, the game has been won. There will be one level for each part and the user will only restart the current part when they do not succeed in the game. We would like to incorporate sound and as high quality graphics as possible. This is our ultimate goal. However, because we are new at this and have limited time, our minimum goal is to create a high-quality version of the game similar to “Frogger.” We would like to go beyond this, however.

Jobs:

**Kandice**-program start screen and help out wherever else needed

**Alina**-main job is to program animations so that the user can smoothly and easily navigate the character

**Elizabeth**-along with Alina, will program animation mainly and help out in other areas if needed

**Matt**-main job is dialogue and program instructions for user; will also help with other programming relating to animation and graphics

**Micah**-main job is to create the backgrounds and graphics that will be programmed in the game

**Christian**-main job is to work to add sound effects