



Intro To CS Final Project

KID'S GOING DOWNSTAIRS

Basil Ahmed & Kevin Chu

- **Kid's Going Downstairs** is an interactive game for one player.
- The layer of huge spikes follows the character, while trying to flee by jumping on a bunch of platforms.
- It's not this simple though! There are traps on the way!
- The character moves horizontally and moves downwards with gravity.
- Be fast and be careful: The player dies if touches the layer of spikes above.
- The character starts from the 3rd floor and wins by reaching the Ground Floor
- KGD is based on a win\lose situation, you either win or die



Description



X

FEATURES

- Game Frame
- Scoreboard
- Game Speed
- Character moving left and right
- Layer of Spikes
- Platforms
- Sound Effects
- Game Over

X



Demo Gameplay

<https://ipel.github.io/NS-SHAFT/>

WHO DOES WHAT

Sugar, Spice, and Everything Nice<3

Basil Ahmed

- Brainstorm the idea of the game
- Research on the game
- Write the description and features sections
- Explaining the features and describing the game/make half of the' ppt
- Implement features 1-4 in the code

Kevin Chu

- Brainstorm the idea of the game
- Figure out specific features of the game
- Do the drawings/mock design of the game
- Show the demo and describe the specifics/ make half of the ppt
- Implement features 5-8 in the code

ARE YOU READY TO FOR A SUCCESSFUL CS FINAL PROJECT?

Thank you for listening!

We now will receive feedback/questions:)