

Intro To CS - Final Project

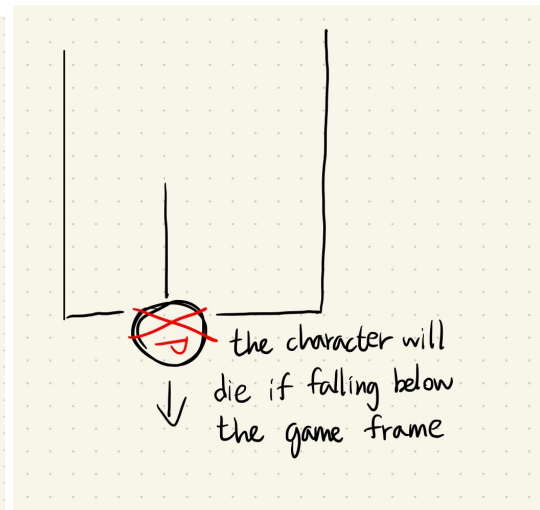
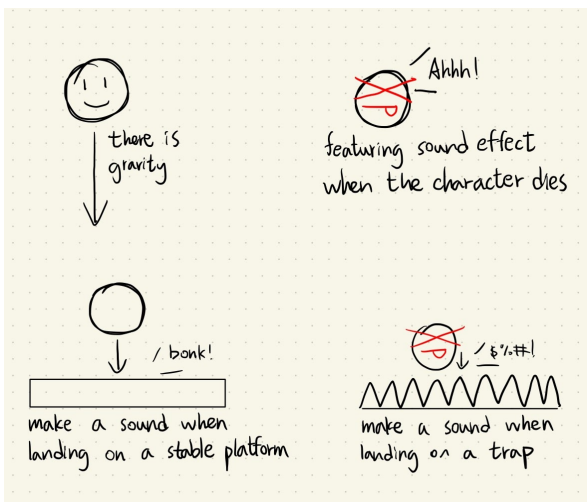
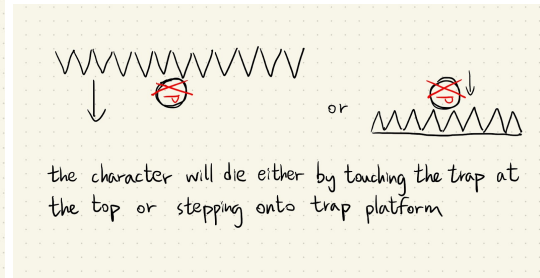
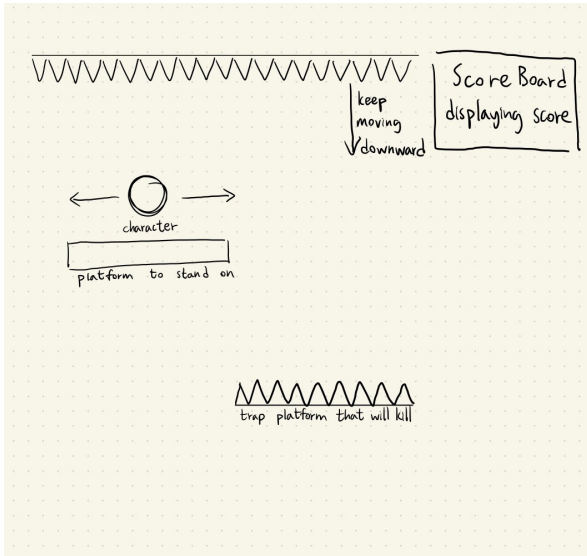
Basil Ahmed and Kevin Chu

Description:

- **Kid's Going Downstairs** is an interactive game for one player, where a character, controlled by the user, has to run from the descending layer of spikes above it.
- The layer of huge spikes follows the character, while they try to flee by jumping on a bunch of platforms.
- It's not this simple though! Some platforms are harmful to the player. If the player jumps on those platforms, the character dies! Hence, they have to avoid landing on those platforms at all costs.
- The character can be moved in any direction horizontally, while it is falling down.
- If the player is too slow and touches the layer of spikes above the character, the character dies.
- The character starts from the 3rd floor, then goes to 2nd, then to 1st, and when it reaches the Ground Floor, it wins!
- *KGD* is based on a win\lose situation where the player has to accomplish one goal, which is reaching the ground floor level.

Features:

1. *KGD* has a game frame where the player controls their character, the frame continuously moves downwards.
2. A scoreboard on the top-left side of the game frame keeps the score (which floor the character is on) and the name of the current player.
3. The game speed with successfully descending each floor increases.
4. The character that is controlled by the player moves in either right or left direction.
5. On the top of the frame is a trap, specifically, a layer of spikes, that will kill the character if it touches it.
6. There will be platforms for the player to land on. Some platforms will be *Cement* (for the player to land on safely), others will be traps such as Spikes, Fire, Shredded Glass, etc. Some platforms, made of gas, will be hollow and if the character goes through it, it will just pass through.
7. Sound effects for landing on the platform, winning, dying, passing through gas, etc.
8. If the player wins, A winning message will be displayed, if it loses, the player will get an option to restart the game.



Who Did What:

Basil Ahmed:	Kevin Chu:
Brainstorm the idea of the game	Brainstorm the idea of the game
Research on the game	Figure out specific features of the game
Write the description and features sections	Do the drawings/mock design of the game
Explaining the features and describing the game/make half of the' ppt	Show the demo and describe the specifics/ make half of the ppt
Implement features 1-4 in the code	Implement features 5-8 in the code