**Paint Drop**

**Topic**

Together as a coalition of IT enthusiasts, we who form the Paint Drop group propose to upheave the IT industry with a revolutionary new addition to gaming culture. This game will be quite simple rather than flashy and high-spec like the games of today. Instead, the ‘Paint Drop’ game will appeal to the older gamer’s sense of nostalgia while introducing newer generation gamers to the type of game that ruled the market in the age before present. Simply put, the ‘Paint Drop’ game is a Java-based, down-scrolling platformer that can be remodeled multiple times over, eliminating repetitiveness to a degree, while retaining player memorability/learnability and straying away from complexity. The reason it is said to be a simple game is because all members of the group are familiar with the coding language JavaScript through another university course or some other avenue.

The main mechanics of the game include a single player-controlled model constantly moving downwards. While the player-model does this, a variety of obstacles will begin to enter the screen from below, threatening the player-model. The player is to navigate their player-model around the screen (using the WASD keys on the PC) in order to avoid said obstacles whilst collecting coins that will be scattered throughout the stage. If the player is struck by an obstacle, the game ends. However, should the player manage to reach the end of the stage and achieve victory, the number of coins they collected will be translated into a score so that a level of competitiveness is added into the mix. On top of this, a variety of settings, character models, backdrops and obstacles can easily be created as the game will return to the retro 8-bit visuals seen in older arcade games.

**Motivation - focus on audience / selling point**

The general gist of our team’s motivation for undertaking said project is that, due to its simplicity, the game would be a lot less difficult to bring to life than some of the other project ideas we had in terms of resources, time, and required skills. But most of all, we felt that a game would appeal to a much wider audience in this day and age. What makes this game project stand out from the rest is the fact that it does not fully comply with the common trends seen in games at present. The retro visuals, the simple mechanics and the sheer lack of complexity/depth all juxtapose today’s more high-end and story-oriented games. Working on this project would show a creative mind that is willing to jump off the deep end to make a project excel. Not only that, the project work would highlight a person’s ability to work and communicate in a group environment to produce a finished product without fail. Also, it would display every individual’s expertise in the field/role they were involved in during the course of the project.