Project Proposal

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1   Introduction

I am going to use C to build a video game based on the hit arcade game Q*BERT. This game will be a platformer/puzzle game using traditional side-scrolling methods and techniques. This Little guy will be converted to a small

Figure 1: Q*BERT

ASCII avatar: And then made to interact and move within a ASCII environ-
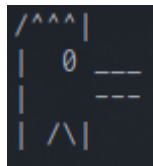

Figure 2: Q*BERT ASCII

ment, hostile or otherwise. Other characters from the original game will appear, such as the snake as well as some of the classic obstacles like green balls. This will all lead to a playing expirence hopefully similar to the SMB3 feel.

2   Features

1. Object Collision - 15 points
2. Hit detection - 15 points
3. Random spawns of enemies and obstacles - 30 points
4. Different and random enemy pathing - 40 points
5. Hidden retro throwback level (Bonus) - 30 points

3   Mission Statement

''To make a fun and retro styled Q*BERT sidescrolling game with fun puzzles and enemies"