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A Game Describtion of Deflategate Frenzy

Our game for project 1 was Deflategate frenzy. The game is based on the Deflategate scandal in which the Patriots were accused of using deflated footballs to cheat in the 2014 AFC Championship game. In our game, the player plays as Bill Belichick, and attempts to dodge his deflated footballs.

The goal of the game is score as many points as possible. Footballs come from the left and from the right side of the screen, and the player attempts to dodge them by moving left, moving right, and jumping, using the left, right, and up arrow keys respectively. If a ball hits Belichick, the player loses one of his or her initial 3 lives. Every time a ball passes all the way across the screen without hitting the player, the player has ‘dodged’ the ball. Initially, for each ball the player dodges, he or she receives 1 point, and a meter increments. The meter resets to 0 when the player gets hit. If the meter reaches 15, Belichick receives a lineman on either side to shield him from footballs. If the football hits the linemen, the player loses the linemen and the meter is reset to 0, but the player does not lose a life. In addition, while the player has the linemen, he or she receives 2 points instead of 1 for each football dodged. The game ends when the player loses all three lives.

The game includes textures for the background, Belichick, the football, and the linemen. In addition, the game contains a sprite sheet containing the meter at every possible level. The game includes two sound effects: 1 that is played when the football hits Belichick, and 1 that is played when the football hits a lineman. The game outputs the score as text, as well as a game over message. The only feature not included is menus, because we have not learned about them yet.

Our game is fairly original; we could not think of any games that are extremely similar to it. It is also simple to learn and is fun. We mostly adhered to the design presented in our original project proposal, with only minor alterations. We used the story boards in our original proposal. Included below is a level map, since we missed it last time.

