Michael Sun

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##Price the Fit

It’s the most exciting gameshow yet, we present you with an entire outfit, attempt to guess the price of the total cost and guess as close as possible to advance. Play using your desktop, phones or tablets and play with up to 8 players.

![concept](images/concept.png)

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##Context

A game show playable up to 8 players on guessing the monetary value of the outfit. The game should be exciting and fun for everyone that participates. The goal of the game is to advance through each level by guessing as close to the price of the outfit within a certain timeframe. Players can provide reasoning as to why they decided their price. Each round, the player with the farthest guess from the actual value will be kicked off the show. Earn points each round depending on how close your guess was and last player standing moves on to a bonus round for a chance to win a prize. Players can receive power-ups to assist them throughout the game show such as a hint for the price range of the outfit or the exact price of a single piece of clothing.

#Gameplay

The player will be able to type in their guess of how much the outfit costs and their reasoning behind it. Controls should be keyboard and mouse on desktop, keyboard and touch on mobile devices. The game should be pretty straight forward since the host briefly narrates the goal of the game and how to play. There’s a tutorial in case players still don’t understand the game. Players should learn the approximate retail of certain clothing and accessories such as t-shirts and jeans. Different brands will also have different pricing for retail. There are some power-ups in the game that players should learn when and how to utilize them.

#Esthetics

The graphics would be cartoonish, the sound would be the game show host narrating throughout the game, and some sound effects such as audience cheering/clapping and buzzer sounds.

![desktop view](images/proposal1.png)

![mobile view](images/proposal2.png)

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##Sources

This entire game was built off an already created similar gameshow called "Price the Hype" by Sole Collector on YouTube. All the images and pictures on my website were drawn by myself in Adobe Photoshop. The features that I added to my game that were not on "Price the Hype" are power-ups to help players, the amount of players that could play, any kind of clothing instead of just hyped streetwear, and a point system instead of a cash system. I also used a YouTube video to help me fix some of the issues with my navigation bar. Some issues were that my navigation links would sometimes disappear off the screen and my logo for my home button wouldn't float to the left.

##Citations

https://solecollector.com/tag/price-the-hype-show

https://www.w3schools.com/w3css/

https://www.youtube.com/watch?v=FEmysQARWFU

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