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Project Name: The Rust-y ATC

Git URL:

<https://github.com/mtepenner/The-Rust-y-ATC/blob/main/README.md>

This project will be an interactive clicker game. You are an air traffic controller that is monitoring airplanes taking off, landing, and taxiing. Depending on the time of day, the weather patterns will randomly change, and depending on those patterns, certain runways will be open and closed. If the ATC tries to clear a plane to take off on a runway that is closed, they will be penalized. If they try to clear a plane for pushback while sections are still boarding, they will be penalized. There will be requests made from the pilots sent to the user that will request ATC clearance. My game will be fun and interactive. I am a huge aviation nerd, and thought this would be a cool idea since I have played flight simulators with game modes where you are ATC, and your job is to supervise air traffic. I may see about integrating sound files so that when you clear a plane for takeoff, you hear an engine woosh. If you successfully complete tasks as ATC, you will receive points. Successful takeoffs and landings will accumulate the most points, while pushbacks and taxi requests will receive half the amount of points. Penalties will result in a 5 point deduction. If you

get 3 penalties in a row, the game will end, and a screen will say
“alright, get out, you’re fired.”