**CSE210 – Final Project**

**Professor:** Brother Duane Richards

**Project Name: The “Fetch” game**

**Authors:**

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*“If I could be half the person my dog is, I’d be twice the human I am.”*

* Charles *Yu*

**Purpose:**

The purpose of this game is that the dog avoids catching a dynamite. One side of the screen will show his owner, who will continue to throw bones or dynamite pieces randomly. Every bone fetched will grant 10 points to the score. The game is over whenever the dog fetches a dynamite.

**Wish List and priorities:**

We plan to work in our game in the following order of priority:

**(2) Main Scene**

* (2) Play button
* (3) Help button

**(1) Game Scene**

* (1) User-controlled dog
* (1) Items (bones and dynamite) throwing dynamics
* (1) Collision detection
* (2) Life display
* (2) Score display
* (3) Sound effects

**(3) Help Scene**

* (3) Help text
* (3) Back button

**(2) Win Scene**

* (2) Announcement
* (3) Play again button

**(2) Lose Scene**

* (2) Announcement
* (3) Play again button