Bontia, Neo Adam

Jularbal, Vincent

Ezimadu, Esther

**Final Project Plan**

**What program are we going to create?**

We have not yet decided on a name, but it is going to be an infinite scrolling game where the player has to jump across platforms, collect coins, and avoid enemies.

**What technologies will we use?**

We will use Python and the arcade library. We will also use a third-party art software to create our own art assets.

**What features will we include?**

Our game will have the following features. Each feature will also be given a number from 1 – 3 with 1 being most prioritized and 3 being less prioritized.

Main Screen (2)

* Play button (3)
* Help button (3)
* Top score display with initials (2)

Game Screen (1)

* Player (1)
* Keyboard input for movement (1)
* Platforms (1)
* Collision Handling (1)
* Sprite spawning (1)
* Camera panning (1)
* Coins (2)
* Scoring (2)
* Enemies (2)
* Lives (2)
* Buffs (2)
* Debuffs (2)
* Pause (3)
* Sound effects (3)

Game Over Screen (2)

* Current score (2)
* Top 10 highest score display (2)
* Player’s initials input (2)
* Play Again button (2)
* Exit button (2)

Help Screen (3)

* Instructions on how to play (3)
* Back button (3)

**What is your timeline?**

We have decided that for the first week we will submit the 1st prioritized features, the 2nd prioritized features for the second week, and the 3rd prioritized features for the third week.