Project Proposal

To:	Dr. Mohammad

From:	Margaret Sheerin, Nyomi Morris, Melanie Anderson

Due date:	November 4, 2020

Re:	Gotta Graduate

"Gotta Graduate" Game Explaination

The objective of this game is a Rose-Hulman student is "hopping" their way through campus, with the main goal being to make it to commencement. This design will have an avatar that jumps from block to block (as seen in red in the figure below). The avatar is a student, and will be able to move left, right, up and down across the screen. There will be a sound every time the avatar hits the platform. As the avatar reaches the other side of the screen, the scenery will change to different parts of campus (final scene being the commencement ceremony) and the avatar will be moved to the left side again. We are currently thinking about doing 5 levels (Moench, white chapel, union, SRC, and commencement ceremony). A description of some other features/classes we would like to implement are listed in the next page.

Changing background with Rose scenery

Avatar with student's face

Blocks for avatar to land on
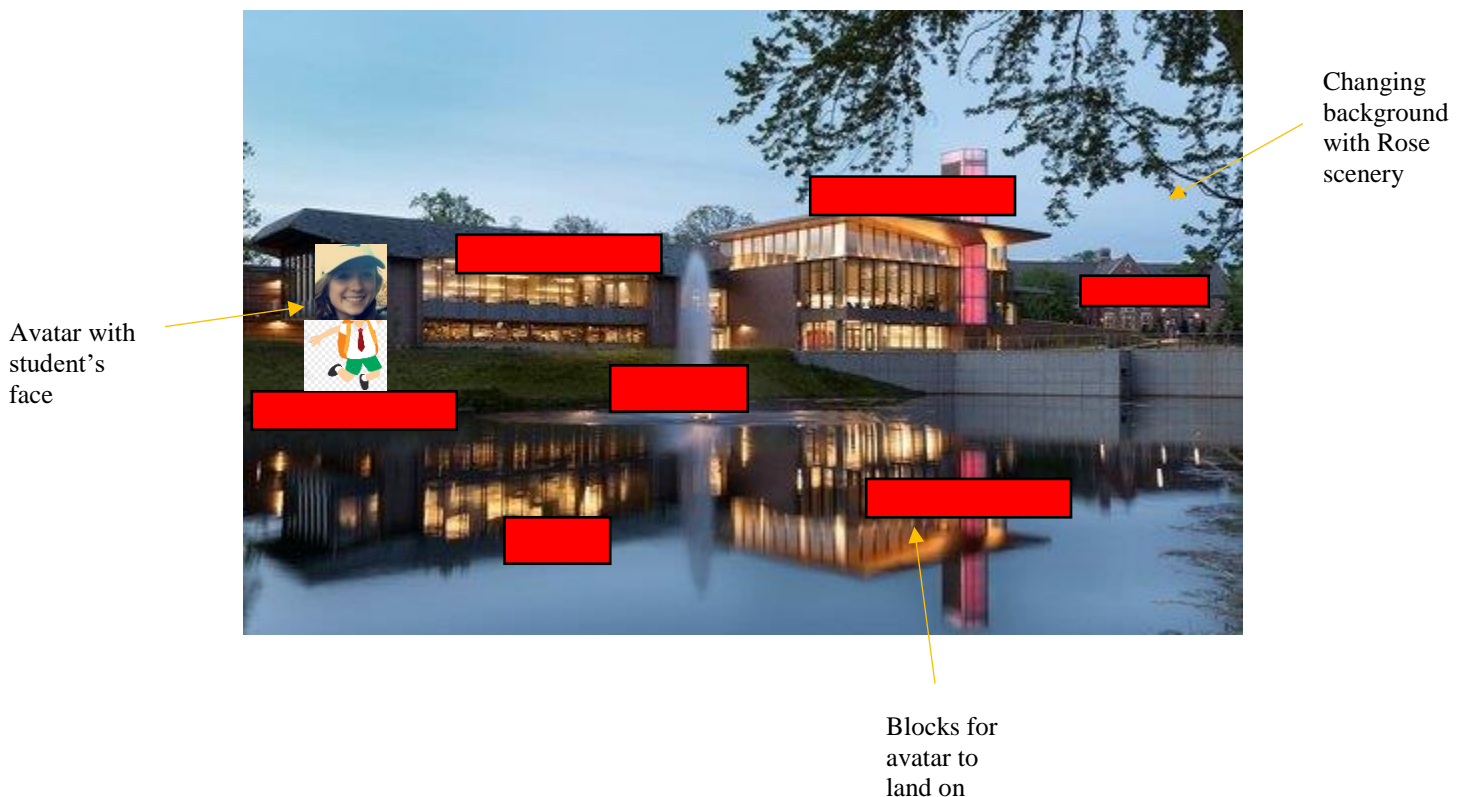
Time

- Time will be the score keeper. A low time indicates a high score

Leader Board:

- Shows all time high scores.

Lives

- There will be 5 lives in total. Player will lose a life if they fall off the screen or get hit by a goose. Every time a life is lost, the player restarts the level by returning to the left side of the screen

Avatar

- Player can choose between boy, girl, and elephant
- Possible change of skin color
- Can jump, squat, and go right and left
- The avatar will take on different forms (different pictures) when jumping, squatting, going left and going right)

Bonuses

- Avatar can collect bonuses that cause the avatar to speed up and jump higher

Geese

- Flying geese "attack" avatar and cause them to lose a life and start the level over

Blocks

- There will have to be several block classes – one designated for each level

Stationary blocks

- will stay in designated places in the level

Moving Blocks

- Will move in a particular pattern (parabola, sine wave, ect… I think we can get creative here)

Disappearing blocks

- Disappear after a certain amount of time