

Gaming Assignment

Program Name:

Virus Run

Problem Description:

The problem is to create an interactive game with visuals. In addition you have to incorporate 10 trivia questions related to any of the topics we covered in class.

Problem Analysis:

- We are making a spin off of the popular Dino game
- We are asking questions about cyber security
- The game takes place in the internet and you are running away from the virus
- There is an alternate game mode where you assume the role of the anti virus chasing down the virus

Checklist:

- A title screen
- A rules screen and controls screen
- An obstacle sprite
- A player sprite
- A background

Rules:

- You have to dodge the obstacles
- If you hit an obstacles you can answer a trivia question right to continue from the same spot
- You can only continue for a maximum of 3 times
- If you get the question wrong your score resets and you start at the start

- The user will move automatically and the pace will increase as the score increases

Inputs and Outputs:

Jump: W/space/up

Down: S/down

Answer questions: A/B/C/D

Hierarchy Chart:

Initialize

Setup

Update (delta time)

Draw title

Draw instructions

Draw rules

Draw Game over

Draw Questions

On key press (key)

On key release (key)

Sample Screens:

Sample Menu Screen:

Sample Controls and Rules Screen:



Sample Gameplay Screen:



