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APCS2 pd3
FInal Project Proposal
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Sandwich Maker

Goal: Create a sandwich that will earn the player enough points to move on to the next level.

Rules:
1. Ingredients are falling from the "sky", the player will move his/her mouse to catch the ingredients to make a complete sandwich.
2. Each ingredient that the player catches to make his/her sandwich is worth a certain number of points. There are fresh ingredients and bad ingredients. Fresh ingredients would allow the player to earn points. Bad ingredients would lead to a strike. A person will have 3 strikes every level.
3. To move on to the next level, the player must earn enough points the level requires and do so in a limited time.

Basic Needs for the game to work:

- There will be a character with a plate on its hand with a slice of bread. The character should move with the mouse cursor.
- The character must be able to catch the falling ingredients and be able to stack.
- The ingredients must be falling continuously.
- The point counter must work properly.
- There will also be a timer.

Implementation

- For the ingredients to be able to be falling continuously, there would be a queue that would always be enqueuing/dequeuing everything when draw is called.
- Processing would be used for the graphics
- The current burger that the player is making would be in a stack which would be emptied out in each new level.
- We would take advantage of the fact that processing refreshes the screen every second for the timer.

- The player would be able to control the character by moving the mouse around. The character could only move from left to right on the bottom of the screen.