TEAM GILES (Team 5)

1/26/17

Game Plan

Our proposal for a game would be to make the player, who controls hang glider, fly through a cave littered with stalagmites and stalactites. As the player goes forward in the cave, the map moves accordingly. The player must navigate through the cave and try and get as far as possible in the cave. The hang glider is controlled by the mouse, and the position of the mouse controls where the player flies. The glider slowly changes its direction to go towards the mouse. Going up reduces the glider’s speed, and going down increases the speed. If the player were to go up for too long, the player would stall and fall. Crashing into the ceiling or floor would result in the player losing, and the distance that the player travelled would be his score.

If time would allow, a system of upgrades and high score saving would be added to the program. The distance that the player would travel would correlate to the number of coins that the player would get. Coins would also float in the cave, and the player would be able to pick up said coins by flying over them. The upgrade system and bank would need a save game system. The save system would also allow for the saving of high scores, allowing you to see how you compete against others on the same computer. Additionally, the color of the hang glider would be able to be customized. You can also buy smoke trails and other customizations for your hang glider with the currency that you collect.