//description

Me and my partner are going to implement simple game called “Egg catcher”. On our screen we will see bucket in the bottom; and also randomly generated in the top aggs, which will fall to the bottom of the screen. The goal of the user is to catch all falling eggs. User can move bucket either left or right (no down or up moves). The speed of falling eggs will increase when user cathes some amount of eggs. If the user does not cath the egg, game resets, starting again with the slowest speed. In this projects we will use some simple, not fancy graphics to distinguish between eggs and bucket.

//add keyboard

//First milestone:

In our first milestone we will implement everything connetcted with eggs, as well as setting up our screen. We will implement how eggs will be randomly generated along x-axis (starting position to fall) of the screen and also how they will move to the bottom (along y-axis).

//Second milestone:

Implementing bucket. We will implement how user will control bucket. Also implementing interaction between bucket and eggs (colisions).

//Third milestone:

Implemeting general state of our game(new game, speed, reset(after game over)). Final debugging.

//related to 258

In this project we are definitely going to use some graphics (lab 7). Also, for my first sight I will implement whole project using few finite state machines. For example, general finite state machine will change state to starter state when egg reaches bottom of the screen (not bucket), or change state when egg reaches bucket so that state according to speed changes. I am sure that we cover enough material, so that we are able to implemets this kind of game

//whats cool

As for csc258 student I think it’s a great fun way to practice gained knoowledge in the course. We need to understand covered material in lectures and labs very well to implpement this game. For non csc258 course, it is great way to show how we can use material from the course. Because simply explaining what latches or finite state machines are is not interesting, and even can discourage from taking the course.

//personaly

I am international student from Ukraine. Back to USSR there was very popular game where wolf catches eggs falling from 4 pipes (2 in the left of the screen and 2 on the right). When we were discussing our project topic, I thought it would be cool to implemet one of the most popular games of that times in my country. Of course, we kind of simplify it to meet our knowledge from the course. But I am sure if I show our final game to my friends in Ukraine they will definetly guess what was the original game behind our project.