[INSERT GAME NAME]

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Brief Description

We decided to create a game inspired by everyone's favorite Zoom. The user will be able to walk through the window and collect different items like Clap, Thumbs Up, Party reactions to enter mini games and earn Raised Hands to unlock levels. In order to level up, a player needs to get a certain number of raised hands, which can be collected by winning mini games. Initially, there is one mini game available. Once enough raised hands are collected and a new level is reached, the player unlocks new reactions (Thumbs Up or Party), which are scattered throughout the window and need to be collected in order to open a mini-game corresponding to that level. If the player wins a mini game, they collect a Raised Hand and a Heart, and if they lose, they don't collect anything but lose one Heart. Heart is the indicator of a player's "health", and when it is 0, the main character dies from zoom fatigue and the game ends. Players will also have the ability to choose one of the two sprites in the beginning of the game and upon restart. Users will have the option to restart after losing and also at any point of the game. Players can also save the progress to later continue the game from where they left off. There are 3 levels (and 3 mini games) in total. The game is accompanied by sound effects.

Game Play

Player chooses one of the two sprites in order to start the game. In the beginning, the player has 3 Hearts and at any point of the game, they can only have up to 3 Hearts, even if they have collected more than that. Game starts at level 1, and in order to open the mini-game of this level, the player has to collect Thumbs Ups scattered across the screen. By playing the mini game, the user collects Raised Hands, and once collected enough of them, they level up. When the second level is reached, the user needs to collect a new reaction, Claps, to unlock the mini game corresponding to that level and so on. When the number of Hearts reaches 0 the player loses and the game ends.

Mini Game Description
1. [name TBD] Jump:
   Inspired by the Chrome Dinosaur Game, the character jumps over palm trees 🌴 and planes ✈,
   akin to the cacti and pterodactyls in the chrome game. The game is controlled by the SPACE key.
   The objective is to get to the finish line and earn a raised hand and a heart. If you lose, you lose a
   heart.
2. Let's Graduate
   Inspired by 2048, the objective is to get to the 128 tile after which you get a bonus tile to get the
   total credits needed to graduate. At this point, you win the game. If the board fills up before you
   connect these, you lose. The board dimensions are 4x4 tiles. The game is controlled by the ↑, ↓,
   ← , and → arrow keys. If you win, you earn a raised hand and a heart. If you lose, you lose a
   heart.
3. [name TBD]
   Inspired by Doodle Jump, the character is constantly jumping and needs to get on blocks to keep
   going. If it doesn't get on any block, the user "falls" and dies, which will cost a heart.The game is
   controlled by the mouse pointer and needs to reach a score of ### to win.

Game Implementation

Python Classes for:

1. Main Game:
   - Character class
   - Collectibles class (i.e. raised hand, heart, clap, thumbs up, party)
   - Game class
2. Mini Game #1 - [name TBD] Jump, inspired by Chrome Dinosaur Game:
   - Character class from main game (maybe inherit it -- unsure)
   - Obstructors class -- palm trees & planes
   - *insert minigame name* class
3. Mini Game #2 - Let's Graduate, inspired by 2048:
   - Tile class
   - Board class
4. Mini Game #3 - [name TBD], inspired by Doodle Jump:
   - Character class from main game (maybe inherit it -- unsure)
   - Platform class

Tasks Division

Aigerim: Doodle Jump, Parts of Main Screen, Kick Off Presentation
Priyamvada: 2048, Dino Jump, Parts of Main Screen

Design Outline