Project Proposal

The game I am going to create is Candy Crush. This will be very similar to the popular app with a few twists.

The game will open up with a demo mode. This mode is just the normal version of Candy Crush which will walk through legal moves and how the game essentially works. The goal is to slide candies to create 3 or more in a row of the same kind of candy. It will also introduce what striped and packaged candies do. The striped candies clear an entire row and the packaged candy will burst its surrounding candies. There is also a set number of moves which is the amount of moves the user has to play the level. Finally, there is a goal and score increases depending on the move. The goal is to reach the goal number before the number of moves runs out.

The second level introduces another component which is the jelly. There are two parts to the jelly. This means that the user has to slide the candies and the first time will break the first layer of jelly. Then there is another layer of the jelly. The goal of this level is to clear all the jelly and reach the set target within the number of moves allowed for the level.

There are also three power ups. These power ups are the swap hand, the lollipop hammer and the +5 sign. The swap hand allows you to swap two candies one time. The lollipop hammer allows you to smash one candy and the jelly underneath it. Finally, the +5 sign gives you 5 extra moves. These moves can only be once per game.

The final level is going to be a twist. The user will be able to create his/her own level with different obstacles. Creating the game includes choosing the goals, the time, and the obstacles.