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 timer which is the amount of time 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 time runs out.

The final level is going to be a twist. The user will be able to create his/her own level with different obstacles. At this point, I will introduce chocolate which will multiply as time goes on. Creating the game includes choosing the goals, the time, and the obstacles.