Bryce and Jamie's Project Proposal

Our goal for this project is to make a Temple Run/Subway Runner type obstacle and running video game. We will be exploring random map generation, game mechanics and graphics, and user inputs/controls. If proves to be beyond the scope of a two week project, we will make pivot to a Mario style running game, where you see the character from the side instead of behind, or a more generic two dimensional game. Our stretch goal is to add a new aspect to our game that isn't based off of Temple Run or Subway Runner.

Bryce's Learning Goals:
- Learn more about object oriented programming
- Learn more about using classes
- Learn about game mechanics and graphics
- Learn how to incorporate user input into a program

Jamie's Learning Goals:
- Learn more about object oriented programming
- Learn more about using classes
- Learn about game mechanics and graphics
- Learn how to incorporate user input into a program

We will use the Pygame library. Beyond this, we will decide what libraries to use by researching aspects of our game that we want to create and how to incorporate those aspects.

For the mid-project check-in, we want to have a character running. We also want to have our classes defined with a minimum of an init method and all libraries needed installed.

We think that time management and scoping of the project are the biggest risks to being successful.