Introduction of the Final Project - Qbert

The game we designed is called Qbert, and it mimics the popular 80's arcade game Qbert. The game is played on a pyramid of cubes, with the main character, Qbert, hopping up and down the top surfaces of the cubes. Every surface that it has touched will change color (figure 1). When it has touched all the top surfaces, Qbert wins. In a real game, it proceeds to the next level. It must avoid a bunch of enemies down the line when trying to accomplish this goal.
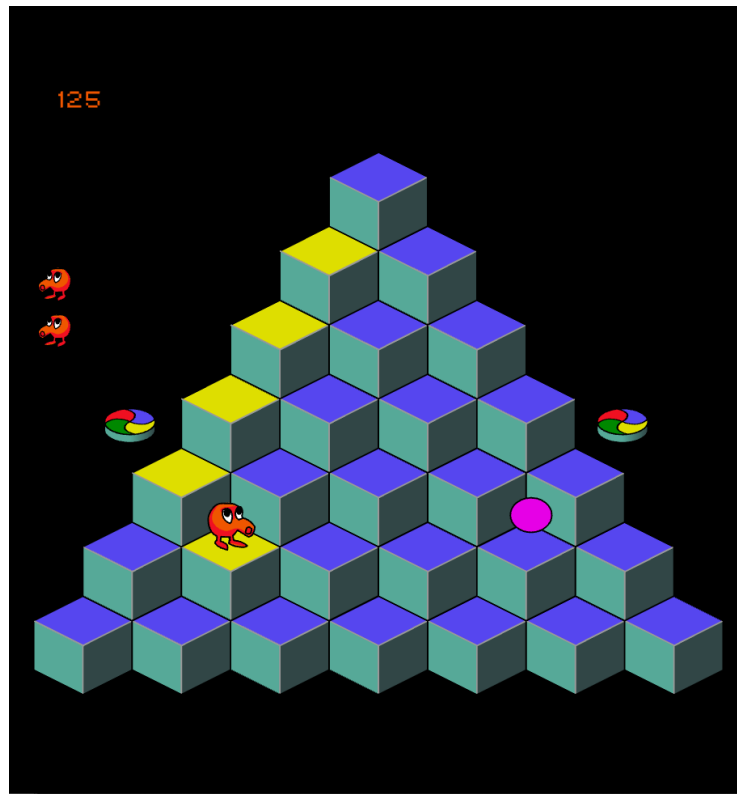

Figure 1 (https://freeqbert.org/)

In the version that we have made, Qbert only has one life. Player can use four arrow keys to control Qbert to go up, down, left, and right on the map. There is a form of enemy called slime that has random path generation, and there are two of them on the map (figure 2). If the player hits a slime on the way, Qbert "dies", and the game ends. If the player steps out of bound, Qbert also "dies". Just like the original, the path that Qbert has taken would be colored yellow, and if Qbert reaches all the steps, Qbert wins. The

player uses the arrow keys to control the game, and they can reset it by using "enter". If the player wins,

there would be a green checkmark to remind the player. Otherwise, there would be a red cross (figure 3).
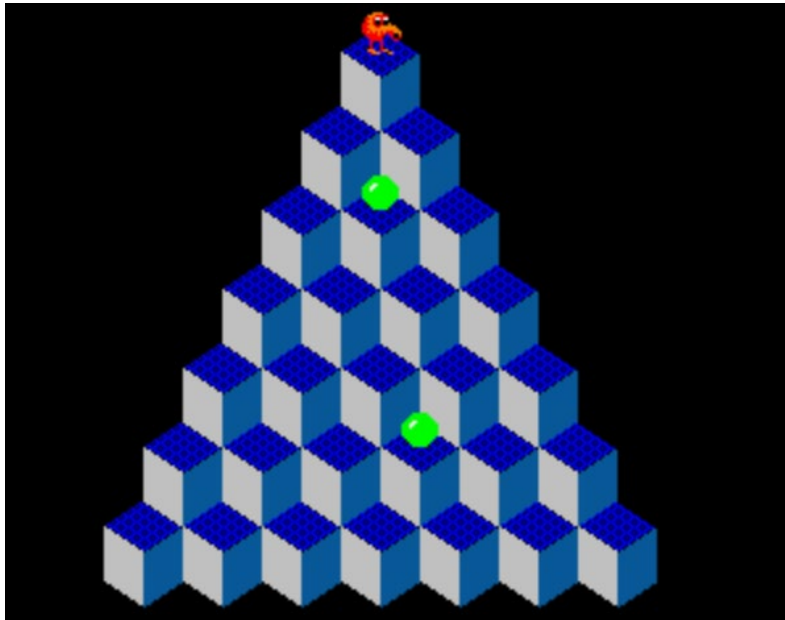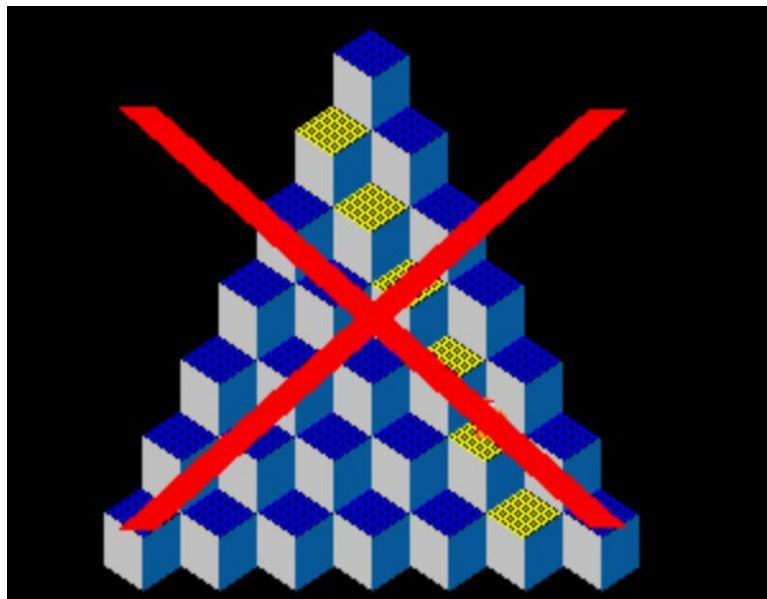

Figure 2

Figure 3

Attribution Table

Section	Xiaoxiao (Sean) Zhao	Frank Han
Map Design	WD, ET, RS	ET
UI design	WD, ET	WD, ET, FP
Functionality	WD, ET, FP	WD, ET, RS
Optimization	WD, RS, FP	WD, ET
Testing	FP	FP
Documents	ET, FP	WD, ET

RS – Research
WD – Wrote Draft
MR – Major Revision
ET – Edited
FP – Final Proofread of COMPLETE DOCUMENT verifying for flow and consistency