Shannon Hanley

IGME 230, Section 5

Final Project Proposal

For my final project, I hope to make an infinite runner style game. Instead of utilizing the usual jumping game mechanic, I thought I’d try to have the character jump between the top and the bottom of the screen as though the direction of gravity were changing. In order to make this functional when the character is currently in motion in one direction, I think having the user’s input alter a force variable that is applied to the character instead of having it directly affect the movement would allow for smoother, more advanced controls. While the game would probably operate through the use of arrow keys for computers, tapping the touch screen could be a direction toggle instead.

The simple shapes and colors I already know how to use through SVG could create a nice, minimalist aesthetic for the game. For colors, I plan on starting in grayscale; the platforms the character runs on would start a very light gray and I could adjust the color values at the same time I adjust the game’s speed to increase the difficulty in order to make it slowly progress to black. If possible I’d like that to progress to rainbow colors as well, if the player has made it very far into the game. I think the clean cut shapes and lack of color will provide that science feel to match the game’s gravity theme.

For this project, I’ll first have to learn how to properly spawn and time the spawning of obstacles. I’ll also have to learn how to switch “screens” between title, game, and game over, as well as how to properly reset the game for another playthrough.