

ROUNDTABLE PRESENTATION

Shania Li



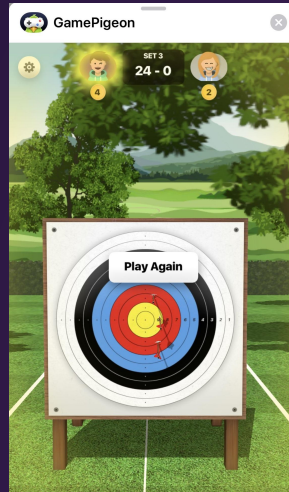
— INITIAL IDEA #1

I'm going to choose Option 2 for my first idea, incorporating characters from 3 cartoon TV shows, focusing on a target shooting game.

The code will start off with a character selection screen. Then, the background will correspond with whatever TV show the character is from. This will determine the type of "target" that they are shooting at, and the ambiance of the game. The "weapon" is a water balloon.

INSPIRATION

Inspired by: Wii Shooting Range & Archery GamePigeon Game



The Player

vs.

The Target



Morty



Evil Morty



The Player

vs.

The Target



Bubbles



Mojo Jojo



The Player

vs.

The Target



Baby Tom



Baby Jerry



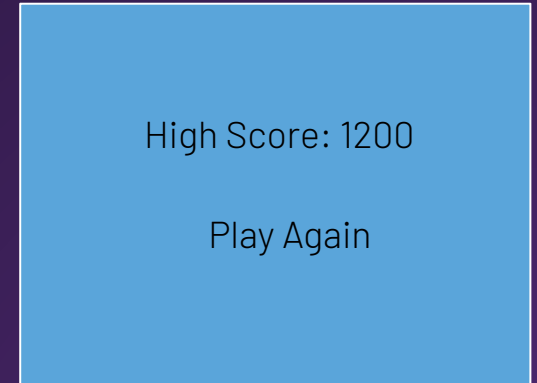
— IDEA #2



Character Selection Screen



Enemy will move around the screen to make it harder to aim the water balloon. Game is High score based with a time limit , and enemy will continue moving faster and get smaller.



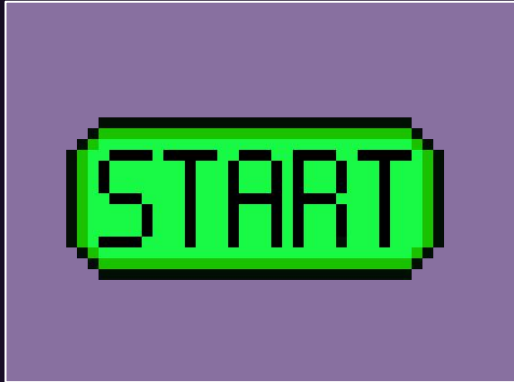
End Screen

INITIAL IDEA #2

Inspiration: Flappy Bird

Differences: Instead of a bird, it'll be a baby angel, and instead of super mario "tubes" being the obstacles, it'll be roman columns.

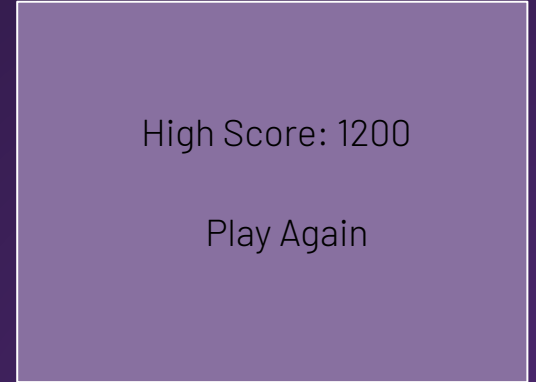
— IDEA #2



Start button screen



Angel moving across screen,
mouse click moves angel up
slightly. Angel must avoid
roman columns to get a high
score.



End Screen

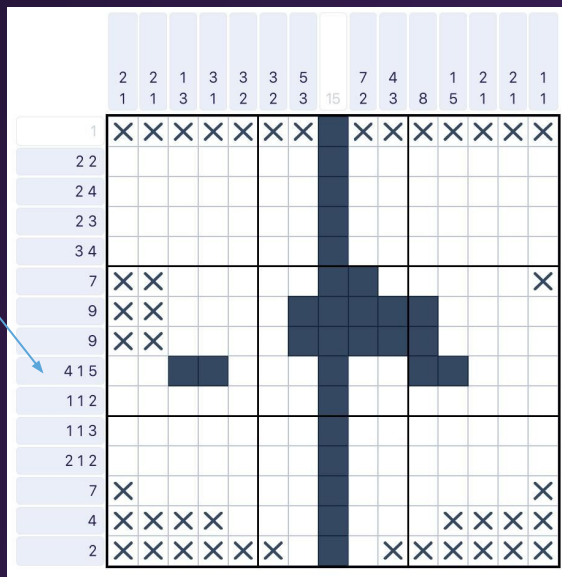
INITIAL IDEA #3

Inspiration: Nonogram

Differences: My version will be a larger picture, with a clock counting how long it takes for the user to finish.

— PREMISE OF NONOGRAM

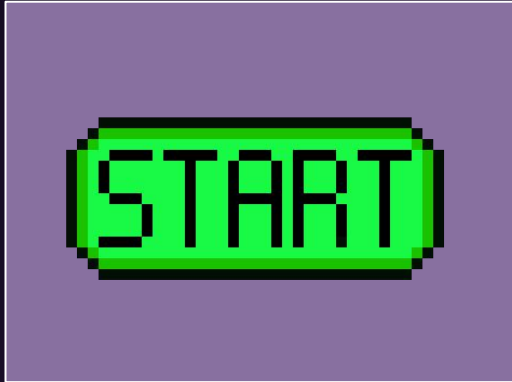
For example: Here you will find 4 consecutive filled in boxes, followed by an X box or multiple X boxes, then 1 filled in box, followed by more X boxes, and then 5 consecutive filled in boxes.



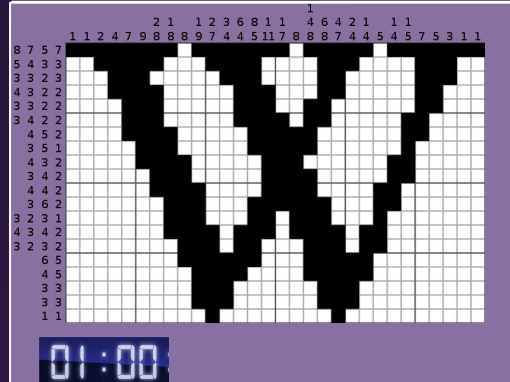
Numbers correlate to number of filled in boxes, but there are no specifications as to where the X boxes will be.

Goal: Create a pixelated puzzle image.

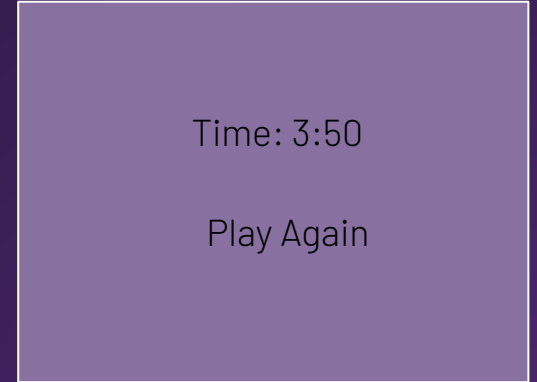
— IDEA #3



Start button screen



Nonogram Screen with Stop Watch.



End Screen