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Ms. Gerstein

Technology III

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Final Project Description

This week, Team squirrelsACD completed its processing project, which started on 22 May 2013. During this time period, the team brainstormed many ideas. Some of the decisions relating to the game remained the same as those discussed in the Initial Project Description. Still, there were instances during the coding process where the team had to change up the game. The team was forced to make the changes due to a number of reasons. Nevertheless, squirrelsACD continues to advertise this game to a universal audience, males and females, young and old. The following discusses the reasons for changing some aspects, while keeping others.

The main idea of squirrelsACD’s game remains to create a two player shooter/arcade game. In the game, there are two characters battling each other. The initial objective, as stated in the Initial Project Description, was to “shoot the most targets within a determined time limit.” As Pujan was coding the game, he proposed to alter the objective. Instead of trying to shoot the most targets, the goal would be to get the highest score. Each target (which is a donut) would have three “lives” of its own. The player would get two points the first time the donut is hit, four points the second time, and six points the third time. The donut will move faster each time it is hit. After the third collision, the donut would be removed. SquirrelsACD unanimously decided to go with this idea because it believed that the game would be more attractive to potential audiences.

When this project first began, squirrelsACD was thinking about inserting a time limit. However, it realized that the players would not have a reason to protect their character from their opponent’s shots. After a while, this game would become boring. For this reason, the game will end when a player loses all of his lives. The winner will be whoever has the highest score. There will not be a time limit. Power Ups and Power Downs will be present in the final game. The Power Ups will give the character one extra life. The Power Downs will decrease one life from the character and give the opponent fifty points. Since the game will be moving very fast, the Power Down will force the players to multitask – not only will they have to shoot the donuts, but they will also have to see whether they are capturing a Power Up or a Power Down.

An extra feature added to the game that was not being discussed during the Initial Project Description is music. The audio works in the following manner: one song plays when Home winning. Another plays when Peter is winning. There is no music when the game is tied. Depending on the game result (Peter wins, Homer wins, or there is a tie), there will be a concluding song.

In the Initial Project Description, squirrelsACD stated that it wanted the game to be “user friendly” (i.e. easy to use) because it is supposed to have a universal audience. During every part of the coding, the team took extra care to make sure that both children and senior citizens (even those who do not know how to use a computer that well) can play the game. It was able to insert a pause button, a main menu button, and a start button. SquirrelsACD believes that it has met and exceeded the requirements it had originally set for this project. It believes that the final game can attract a universal audience.

**Roles:**

**Programmer – B. Salamat**

**UI/Graphics – C. Alvarado**

**QA – F. Buscaino**

**Project Management – P. Patel**