

CISC 474 – Project 1 Deliverables

1. Change the helicopter itself to a sea-like object.
 - a. Have an array full of different objects/players. It will be at random at the start of each game. Throw a unique/"funny" one in the group.
2. Make the playing area bigger/fit to screen.
 - a. Fishing net that continues to get closer to the playing area as the game goes on.
3. Power-ups/additional obstacles to avoid.
 - a. Come up with some object for powerup, use a minefield object for the obstacles. Hitting the mine could potentially keep you from recording that score (to consider).
 - b. Power up that sends you into another game.
 - c. Power up that makes you invisible to all obstacles for a set time.
 - d. Power up that shoots bubbles for a set period of time. Fish can shoot objects in front of them to avoid them.
 - e. Obstacle – puffer fish.
4. Clean up directions/how to start.