**Project proposal**

**TO7O2**

Out team has decided to make a platformer style game. The game will consist of a moving character that will be controlled by keyboard inputs. The main movements will be right, left and jump. The character must dodge various obstacles. The game will also output the fps and the movement direction of the character as text in the console. The game will be having both the Graphical player interface and text-based interface. Where the game itself will be based on GUI and the text-based interface will be used to launch the game and move the character.

Major obstacles will be death blocks and moving enemies (called turtle). The player must dodge these otherwise the main character will die, and the game will prompt the user to start a new game or return to the main menu. The game will also be having sound effects for various kinds of player movements (moving, jumping, landing, entering a new level, staring a new game, etc.).

There will be an exit door at the end of each level of the game. The player has to reach the exit door and press “E” key to enter the next level or exit the game after reaching the end level of the game.

The game will also allow the main character to collect coins, the total number of coins that the player collects during the game will be displayed in the end as the score of the player only if the player completes the whole round. The game will also save and display the highest score that the player has achieved at the end of every game round. The game will also allow the player to collect power-ups that will enhance the capabilities of the main character and add to the score as well.