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CSCI 4070

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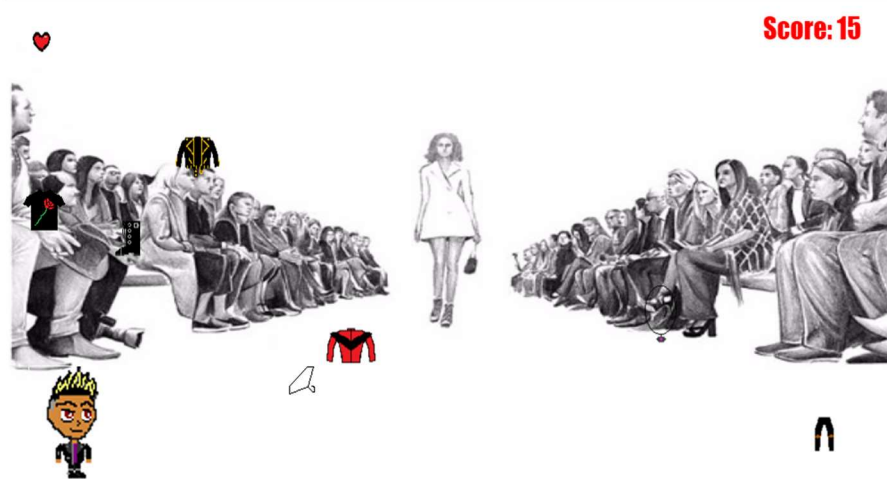
REPORT P1

My game is based off of my minor actually. I am a fashion merchandising minor and am really interested in clothes so that's why I created a game called Wardrobe Wonderland. The game is a score based objective game. You have your avatar (which is based off of me) that can move both left and right within the playing field. The objective of the game is to run and catch the clothes that are falling from the top of the screen before they hit the ground. You can do this in one of two ways. You can do this by running with the avatar to catch the clothes or you can throw your hanger to try to catch them. There is a catch though. If you throw the hanger and catch them, you only get half the points that you would have gotten if you caught them with your avatar. Once you catch an article of clothing, it will reset to the top of the screen and begin with a new random speed down. The difficulty increases though as with each catch the scale for random speeds slides up. As the speed gradually increases, your score also increases. The scores start to increase by 10 then 20 then eventually 30 which is the maximum you can gain with catching with the avatar (the maximum for the hanger is 15). Be careful though if you let the clothes fall through the bottom, you lose a life and you only have five of those!

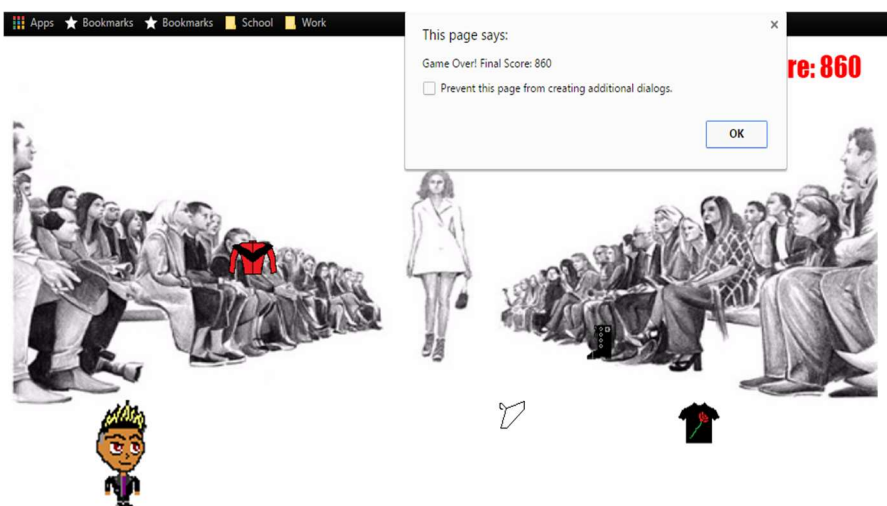
Screenshots:



Regular Game Action



In game Hanger action



Final Score Display

How to Play!

Controls:

Left Arrow Key – move avatar left

Right Arrow Key – move avatar right

Spacebar – shoot hanger

Move left and right to try to catch the clothes or shoot your arrow for the ones that are too far!