**Plan:**

* 10 different maze levels for Nemo to find his dad

**Data Structures:**

* Sets/Map (Matching Game?)
* Queues (Bubble shooting)
* Stacks
* Linked List
* Trees
* 2D Arrays

**Possible Maze Ideas:**

* Nemo swims around obstacles (collision detection)
* Nemo has to avoid a shark
* Moving/Matching things
* Make Friends
* Ride turtles
* Story animation between each level
* Shoot bubbles (Queue)

**Objects:**

* Nemo
* Shark
* Dory
* Coral
* Turtles
* School Friends (Mr. Ray)
* Jellyfish
* Diver Mask

**Levels**

Start off with animation (“Bye Dad” and nemo leaving home)

1. School (Practice Level)
   1. Teaches you how to play
   2. Game rules
   3. Once you solve, you get lost
2. “Oh look, it’s a butt” - touches boat
3. Dentist Office
   1. Sharkbait bruh haha
4. Marlin Meets Dory
   1. Divers Mask Word Scramble?
   2. Find the address (P. Sherman 42 Wallaby Way, Sydney)
5. Sharks- “Fish are friends”
6. Anglerfish Lights
7. Jellyfish
8. Turtles
9. Whale!
10. Dory Finds memory?

All renuite- YAY!

**Game Proposal: Nemo**

The game will be based off the the movie “Nemo,” where Nemo tries to find his way back to his dad. It will consist of 10 levels, each with a different puzzle for the player to solve. The first level will be the practice level and will teach the player the controls. The second level will lead Nemo to the boat where he is kidnapped. The third level will center around Nemo’s incarceration in the dentist’s office. From the fourth level on, the game will center around Nemo’s dad, Marlin, and his quest to find Nemo. Marlin will encounter obstacles such as Sharks, Jellyfish, Turtles, Whales, and Anglerfish. Nemo and Marlin will swim around obstacles, shoot bubbles at enemies, and solve various other puzzles.

Data structures used will be a Queue, to store Nemo’s bubble ammunition, and a map for solving a code during one of the levels. The GUI/ Graphical component will be fulfilled by creating different animated fish and sea creatures and an ocean background. The player will be able to access the instructions from the menu, and the controls will be fully explained in level one.

Zoe will be in charge of graphics and level design. Gretchen will be in charge of movement, physics, and level transitions.