

CSEE4840 Final Project Proposal

Watch Out!



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Introduction

Watch Out! is a game in which the player must jump from one platform to another in order to avoid hitting the top of the screen. The game gets

progressively more difficult as time goes on. The platforms will begin to move faster and the distance between platforms will increase. The game has no ending, as long as the player can survive the increased difficulty level. The player's score increases when they jump from one platform to the next. The goal of the game is to get the highest score.

Goals

- Make four different types of platforms:
 - Standard - a platform with no special properties.
 - Time Limited - a platform that disappears 3 seconds after the player lands on it.
 - Spiked - a platform that reduces the health of the player.
 - Bounce - a platform that bounces the player higher than they could normally jump.
- Background is scrolling behind the platforms.
- Score and player health are displayed on screen.
- Player is controlled by keyboard direction keys.
- Simple sounds when the player jumps or hits a spiked platform.
- Ability to keep track of high score for a session of play.

Technical Requirements

- Fast drawing of platforms and player on the VGA screen.
- Ability to play sound.
- Keyboard control.
- Ability to read from SD card.
- Ability to calculate trajectory of player quickly.