

big game project proposal

Work with your group to create an informal proposal for your big game project. This is **due by the end of class** on **Thursday November 15**. This part of the project is worth **2 points** out of 25 (total for the project).

The PROJECT PROPOSAL should include:

- the name of the game
- at least one hand-drawn sketch of at least one aspect of game play
- a brief description of what your game is about: how you win and what some of the rules are

Your proposal can be written by hand, or typed, or some of each. I will collect the proposals at the end of class.

An example is shown below.

sample game proposal

My game is called **SandyLand**.

Here is a list of features in my game:

- This game is modeled on the children's game called "Candy Land".
- The game board contains a path of colored tiles. Each tile is named after a street in Brooklyn, e.g., heading north along Coney Island Avenue from Neptune Ave to Church Ave.
- You move your avatar along the path, starting at Coney Island and Neptune, by rolling a die. If you roll a number between 1 – 5, then you move your avatar that many tiles ahead. If you roll a 6, then you have to draw a card. The cards contain street names. You have to move your avatar to the street named on the card you drew (this might mean moving backwards!).
- The **goal of the game** is to reach your *Evacuation Shelter*, which is located at the intersection of Coney Island and Church Avenues.
- Along the way, you have to avoid falling trees and downed power lines. These dangers appear randomly while you move your avatar along the path. If you get hit by either a tree or a power line, you lose health points.
- Also along the way, you might land on a tile that contains a stash of bottled drinking water. If so, then you should drink the water which increases your health points.
- If you run out of health points, then you are stuck! Don't get stuck or... Game Over!

Here is a drawing of my game:

