Stephanie Tsuei

Midterm Project Proposal

After making an animated logo, I decided to take the idea of the moving bunny and try incorporating it into a game. I started off with the basic functions of moving in the left and right directions and then I fixed the height in which the bunny would jump. My midterm is going to be a game like Mario world, in which the character will try to hop over obstacles, collect items, and defeat bosses. Other functions I’d like to add in is that the bunny will hopefully be able to double jump as well as eat carrots on the map for health points. I also would like to have enemies that the bunny needs to dodge. If successful, there will be more than one level.