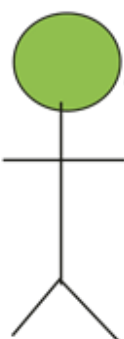There should be a group PowerPoint with the team logo and name showing now.
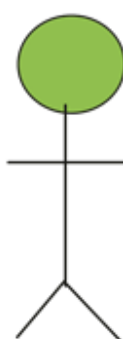
Introducing Game

Hi I am Maine. Let me introduce you to the next big thing in computer gaming. If the strategy of chess got together with the thrill of sky diving, it would be this game. If Pythagoras was still alive he would have expanded his theorem to include this game. If DOTA took place on Old McDonald's farm, it would be,
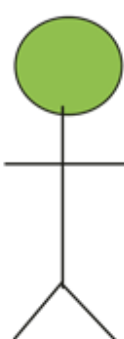
COW MAZE.

Introducing Game

Cow maze is a single person strategy game. The objective is to direct the cow to the cup on each level. The user is given a fixed set of arrows on each level which can be used to change the cow's direction. The cow stays at the starting location until the arrows are placed. Once the user is satisfied with their position, he presses Go.

Introducing Game

Once the user presses Go, he can not change the position of the arrows. If the cow makes it to the cup, the level is complete. If the cow gets stuck, the user must press Stop to reset the level and try again.
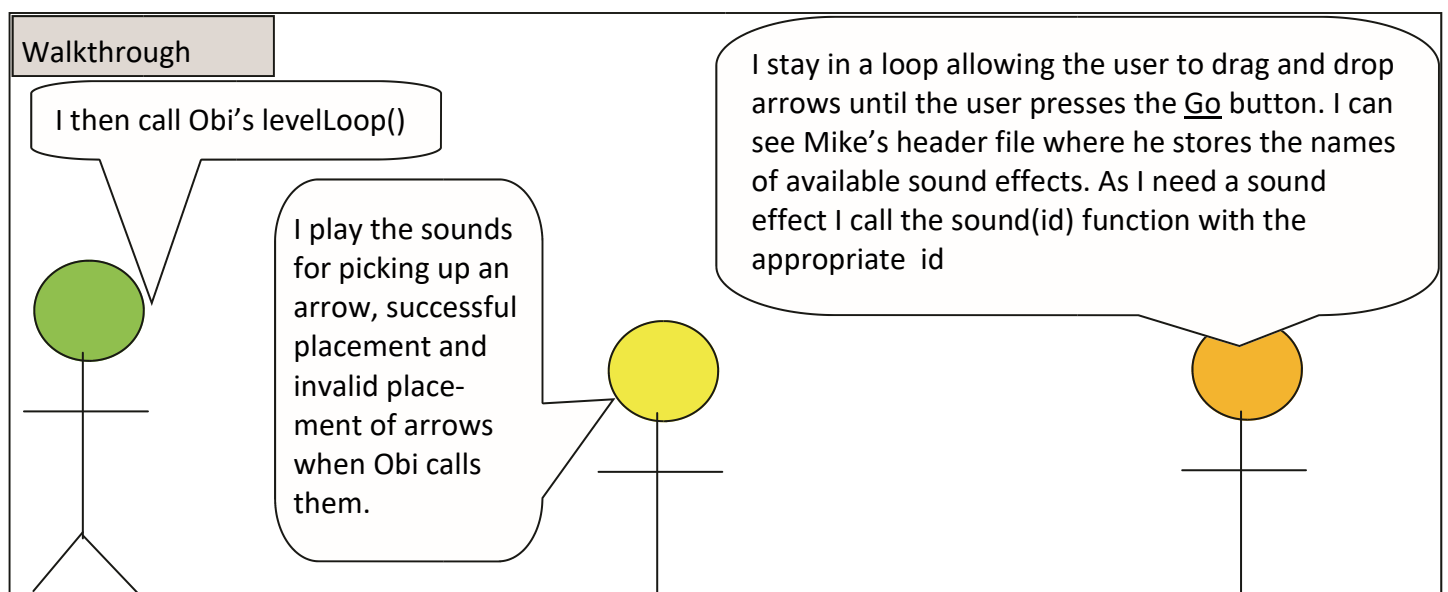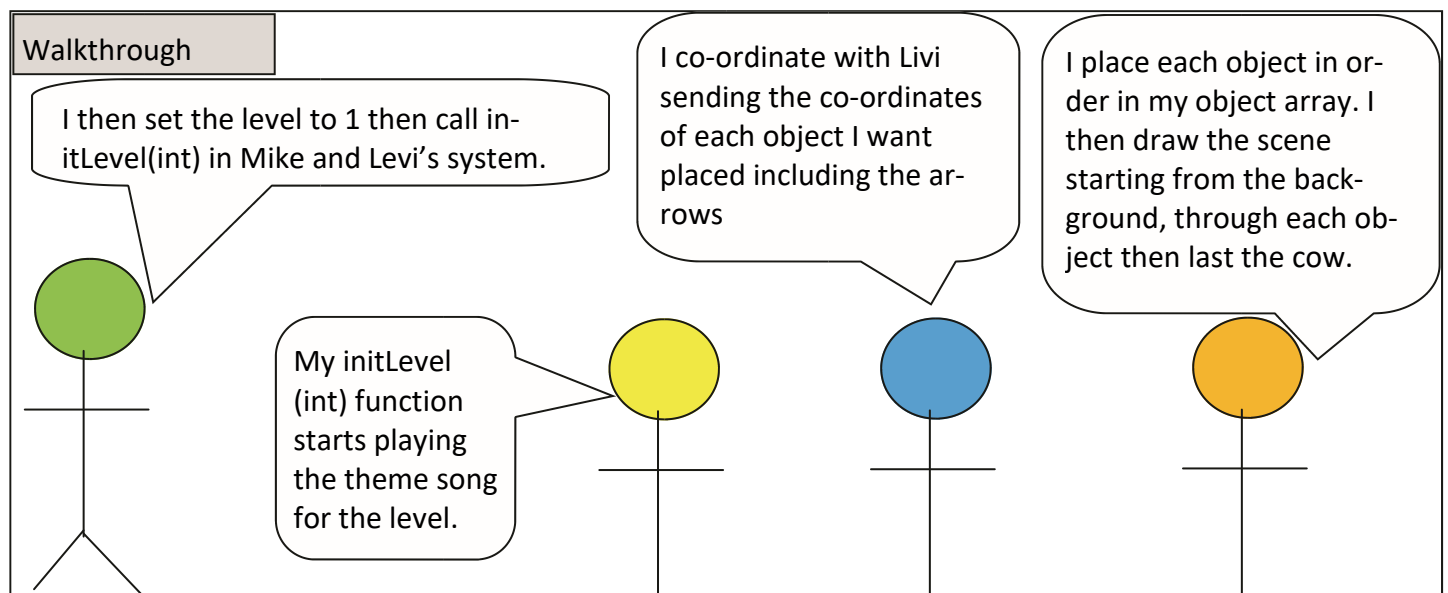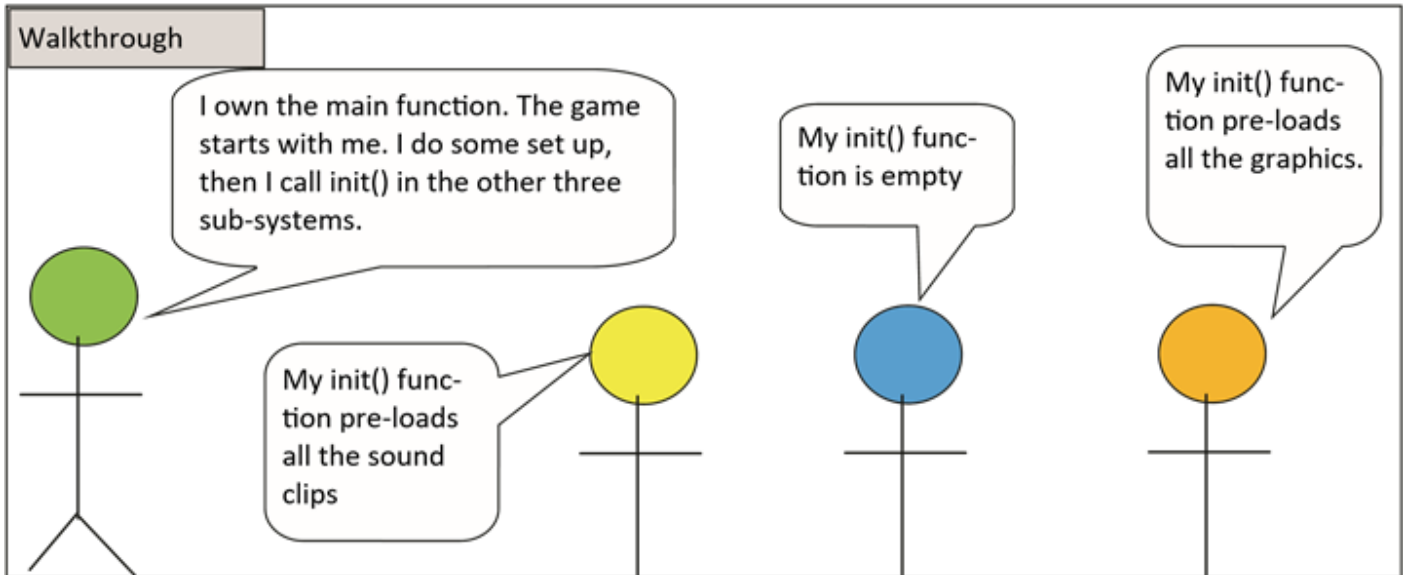
Introducing Team

This is my team. From left to right, Mike our sound manager, Levi our level constructor, Obi our object creator and I am Maine the main program coordinator.

Storyboard

Powerpoint
with team logo on
each slide

I own the main function. The game starts with me. I do some set up, then I call init() in the other three sub-systems.

My init() function pre-loads all the sound clips

My init() function is empty

My init() function pre-loads all the graphics.

I then set the level to 1 then call initLevel(int) in Mike and Levi's system.

My initLevel (int) function starts playing the theme song for the level.

I co-ordinate with Livi sending the co-ordinates of each object I want placed including the arrows

I place each object in order in my object array. I then draw the scene starting from the background, through each object then last the cow.

I then call Obi's levelLoop()

I play the sounds for picking up an arrow, successful placement and invalid placement of arrows when Obi calls them.

I stay in a loop allowing the user to drag and drop arrows until the user presses the Go button. I can see Mike's header file where he stores the names of available sound effects. As I need a sound effect I call the sound(id) function with the appropriate id

There should be a group PowerPoint showing each of the remaining group requirements.

The PowerPoint should now have a few slides for each individual person. For this sec on each person must speak for his/her own sub-system.