

## Final Project Proposal

I would like to continue working on project 3

<http://mywebspace.quinnipiac.edu/hvaldes/200/Project3/>

I want to continue working on this game since I wanted to make it similar to [color snake](#) for that week's project but didn't have the time to do it. I think it has potential because it is simple enough to be fun to develop, but also play when it's finished. Some flaws I want to fix are, make a more controlled randomized spawner, have more combinations of obstacles, increase speed over time, and maybe have the game react differently the farther you get (make the obstacles more challenging).

Backlog:

- Create new obstacles
- Make a better spawner (Have the color change prefab be separate from the random spawner)
- Make nicer title and end screens with UI elements and custom fonts
- Add power ups you can collect throughout the game
- Add music and sound effects
- \*Add particle effects when items are collected or destroyed