**Project Name**: **Egg Catcher game** (via ***i-graphics***)

**Students**:

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**Description**:

In the game, a hen lays eggs while moving along a rope placed in a certain height. A basket is placed under the rope and player can move the basket with keyboard left and right arrows. Objective of the game is to earn scores catching eggs in the basket.

The hen lays different types of eggs. Player earns scores catching eggs each time. Life of the player decreases with missing eggs each time. Some special eggs add bonus scores while golden eggs increase life of the player. Catching bomb-eggs decrease player’s lives.  
  
There will be various difficulty levels in the game. The player will be auto-prompted to the next difficulty level after scoring a certain score. As the level grows higher, game parameters (like speed of the hen, speed of the eggs, frequency of falling harmful eggs etc ) will be more difficult for the player in earning score. If the game ends, the player has to enter his name which will be recorded if the score becomes one of the ten highest scores in the game.  
  
Player can save game while playing and also can load saved games if wished. There will be a “Hall of Fame” in which player will be able to see the previous high scores and names of the high scorers.