Burgers!!

Alex Nguyen, Job Gomez, Rose Phannavong, Tina Tafoya

Introduction

- Browser web game
- Model off of Fast Food Restaurant game
- 2D base game
- Will be available for free for everyone
- Fun for all ages!



Tools

- HTML, Javascript and JQuery heavily used
 - $\circ \qquad {\rm Create\ the\ webpage\ and\ the\ game}$
- Shared Sleipnir Server
 - \circ Test code functionality on the shared sleipnir account.
- Github
 - $\circ \qquad {\sf Merge and share code together with other members}$

The Webpage

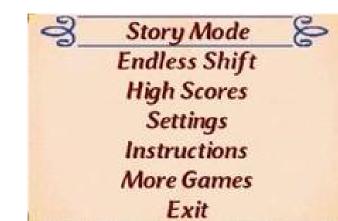
- Clean and stylish webpage
- Post background information on the game's concept
 - Influence by other games (Diner Dash)
 - What was discussed among team members (features for the game, design, controls)
- Document game's progress
 - Elaborate any problems we've faced as a team
 - Implementation problems (problems with controls, interaction, merging each other's work.

The Game

- 2-Dimensional
- Restaurant Theme
- Mechanics: Mouse and Keyboard
- Menu
- Objective: Quickly and accurately serve customers
- Points: TBD

Goals

- The game has basic controls implemented
- Have a menu for the start of the game
- A completed website that has background information about the game



Future Dream

- Turn the game into a mobile game
- Sell the game, make tons of money
- Improve the game further by adding more interesting functionality and features.