

Lifted: The Game

- Expect for Main Game Functionality
 - I expect the player to get the feeling that the light beam will control the sleeping boy in a very weightlessness style. The player will click "play" in the flash environment and the game will proceed to the game. The player will see the spaceship casting an x-ray light beam over the house. Then the player will use the left and right arrows to move the light beam around the house to find the sleeping boy. Once the player moves the light beam over the sleeping boy, the boy will begin to gravitate toward the center of the light beam. Then the user will use the space bar key to give the boy "lift". The player will need to navigate the boy through the house by moving the light beam back and forth and using the space bar to give the boy the appropriate lift. Once the boy is out of the house, the player will use the space bar to lift the boy to the top of the screen and into the space ship, thus winning the game. If the player runs out of time or hits the walls in the house more than three times, the player loses.
- Functionality Goals for Game Completion
 - Move light beam "x-ray" left and right with the arrow keys
 - Press space bar to rise the sleeping boy with gravity (meaning if the player releases the space bar, the sleeping boy will fall back down)
 - only works if light is on top of boy
 - boy should gravitate to center of light beam movie clip (bug mover easing)
 - Wall collision
 - If boy touches walls in house, add a hit "X" to the display and deduct 100 points
 - If boy touches walls in house three times, game over
 - If boy touches bed, no hits are detected
 - Timer
 - If boy does exit house within 30 seconds, game over
 - Each half of a second boy is still in house, deduct 1 point
 - Points
 - Start out at 999 points
 - Each half of a second boy is still in house, deduct 1 point
 - Win

- If player navigates the sleeping boy out of the house with out hitting the walls more than two times and before the 30 seconds are up, player wins
- Score is displayed on the win screen
- If score is in the top ten, player is asked to put in initials so the score and player's initials can be stored on a database and displayed in the flash document for all to see
- Lose
 - If player hits the walls three times
 - If player does not navigate sleeping boy out of the house before 30 seconds is up