

STUDENT COPYRIGHT CHECKLIST

(for students to complete and advisors to verify)

- 1) Does your solution to the competitive event integrate any music? YES NO

If NO, go to question 2.

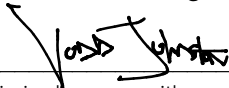
If YES, is the music copyrighted? YES NO

If YES, move to question 1A. If NO, move to question 1B.

1A) Have you asked for author permission to use the music in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission (OR use royalty free/your own original music) and if permission is granted, include the permission in your documentation.

1B) Is the music royalty free, or did you create the music yourself? If YES, cite the royalty free music OR your original music properly in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any music into his/her competitive event solution.

I,  (chapter advisor), have checked my student's solution and confirm that the use of music is done so with proper permission and is cited correctly in the student's documentation.

- 2) Does your solution to the competitive event integrate any graphics? YES NO

If NO, go to question 3.

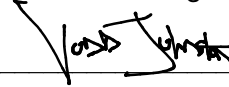
If YES, is the graphic copyrighted, registered and/or trademarked? YES NO

If YES, move to question 2A. If NO, move to question 2B.

2A) Have you asked for author permission to use the graphic in your solution and included that permission (letter/form) in your documentation? If YES, move to question 3. If NO, ask for permission (OR use royalty free/your own original graphic) and if permission is granted, include the permission in your documentation.

2B) Is the graphic royalty free, or did you create your own graphic? If YES, cite the royalty free graphic OR your own original graphic properly in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any graphics into his/her competitive event solution.

I,  (chapter advisor), have checked my student's solution and confirm that the use of graphics is done so with proper permission and is cited correctly in the student's documentation.

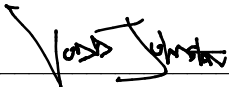
- 3) Does your solution to the competitive event use another's thoughts or research? YES NO

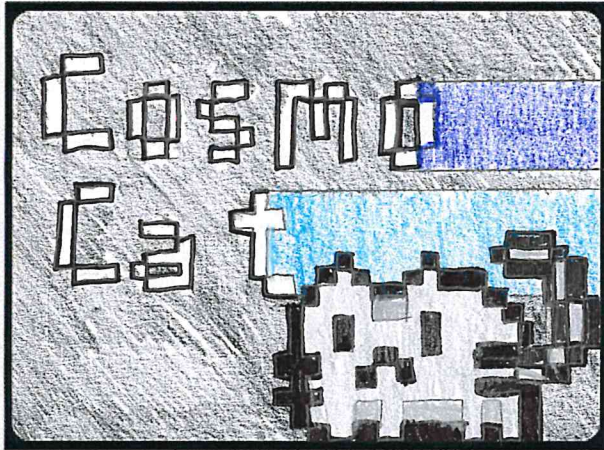
If NO, this is the end of the checklist.

If YES, have you properly cited other's thoughts or research in your documentation? If YES, this is the end of the checklist.

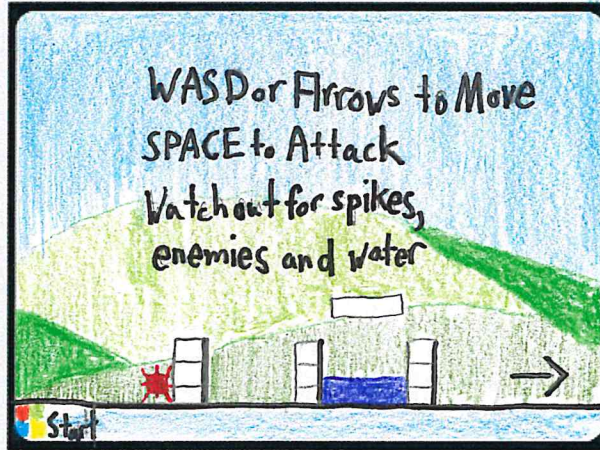
If NO, properly cite the thoughts/research of others in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any thoughts/research of others into his/her competitive event solution.

I,  (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation.



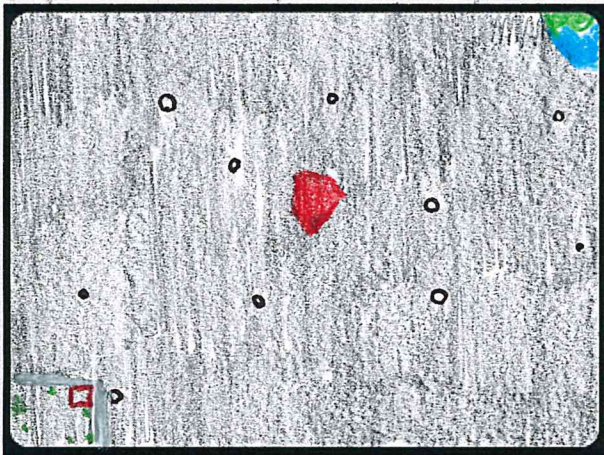
1 Start Screen for Cosmo Cat; Player presses blinking space bar to start



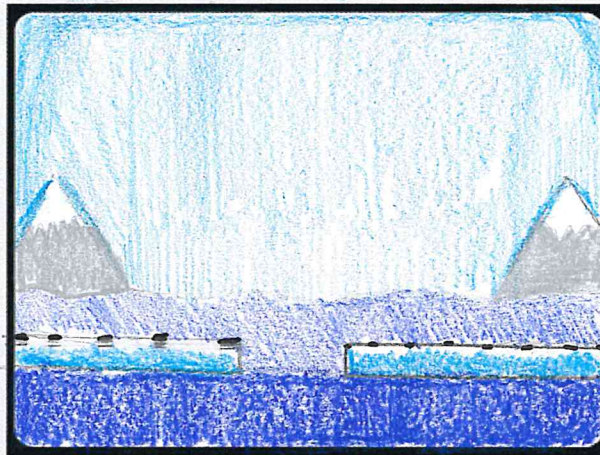
2 Tutorial Screen - the first screen seen by the player. It shows the controls for the platforming parts



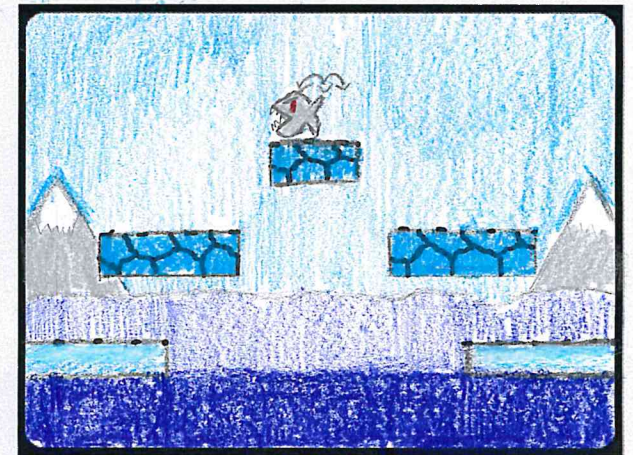
3 The start screen of the game, Contact with the play button initiates the outer space sequence



4 Outer space Player pilots a ship through infinite space. This is the level selector, where players land on desired planet(s).

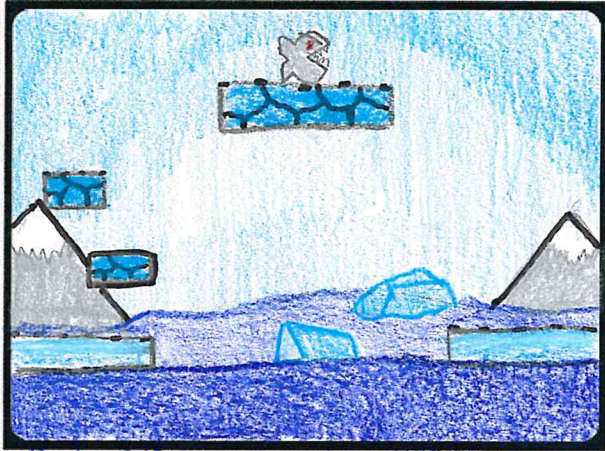


5 One of the 6 planets, Clemelt, an Ice Planet. First level of 6.

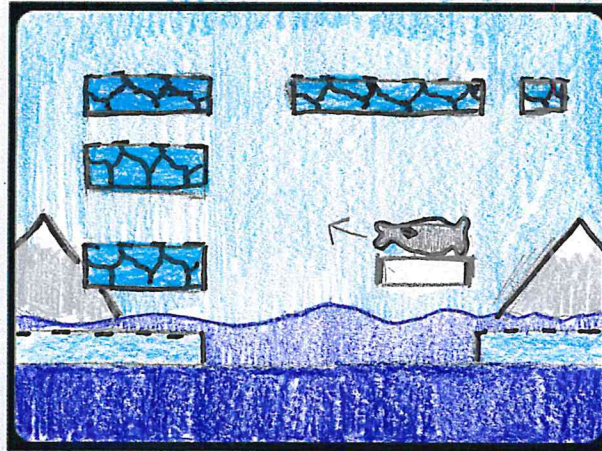


6 Second level of 6 inside Clemelt. This level contains Mr. Champs, an enemy who hops from side to side

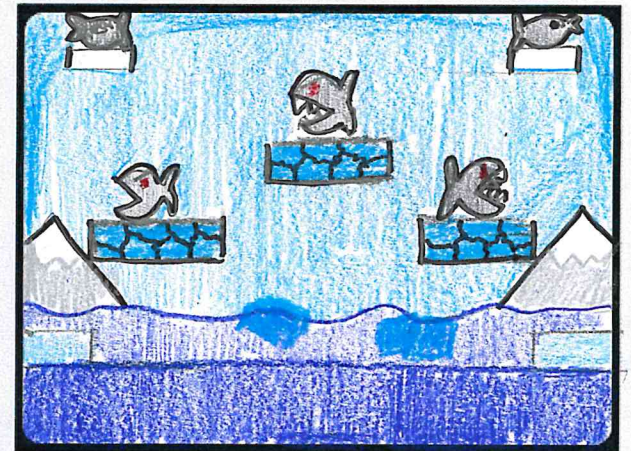
2



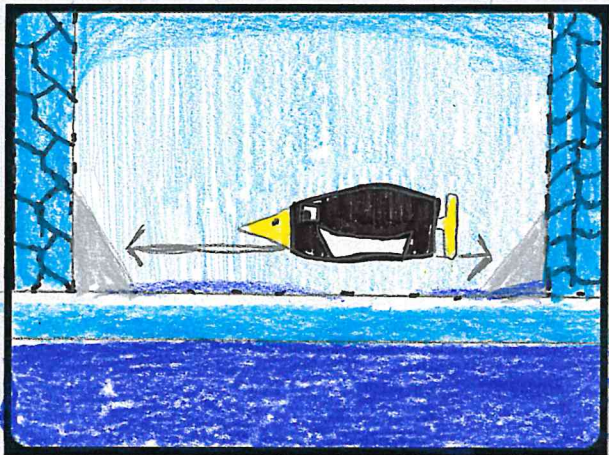
7 3rd level of Clemelt - contains one Mr. Chomps enemy. Player must have precise jump to reach.



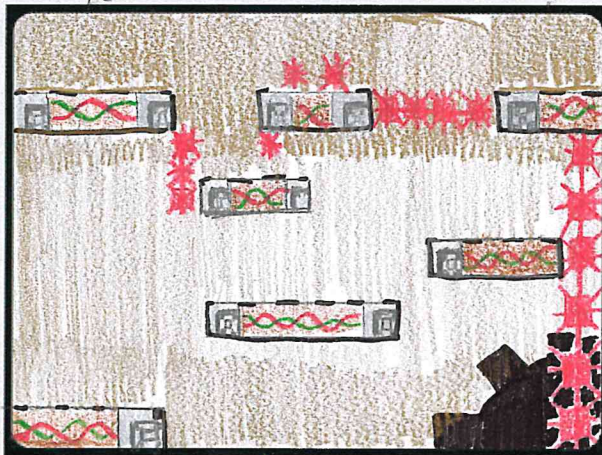
8 4th level of Clemelt - has a new enemy, Blubby who aims and shoots fish bones at player



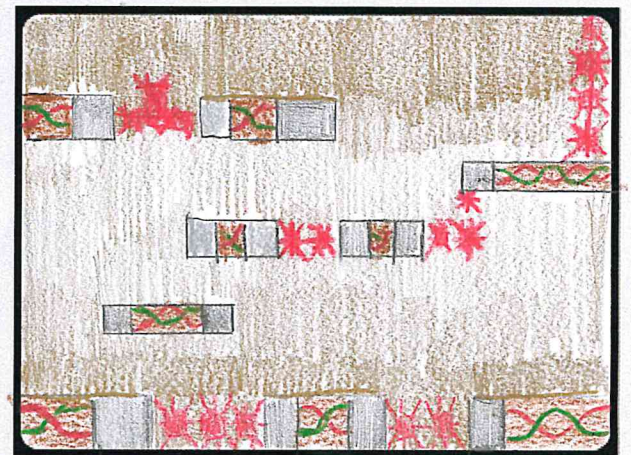
9 The final platforming level of Clemelt, contains 3 Mr. Chomps and 2 Blubbies



10 Lvl 6 of Clemelt, the Boss Level. Boss will move from side to side, stopping for a moment. It will also randomly hop up.



11 1st level of Lavarado, the mechanical planet. Contains spike blocks which hurt the player.



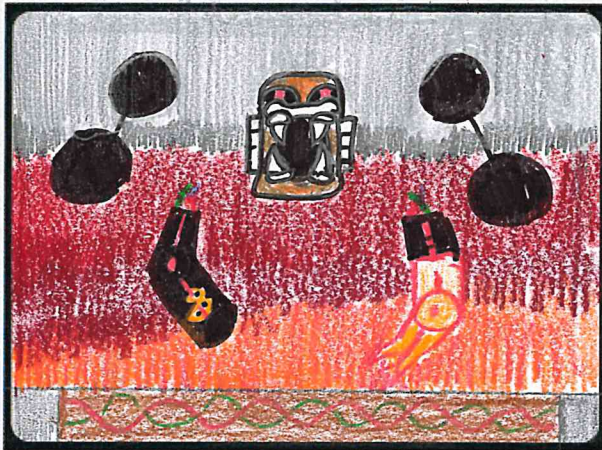
12 Lvl 2 of Lavarado, more spikes, some parkour jumps are necessary

Name of Project: Cosmo Cat

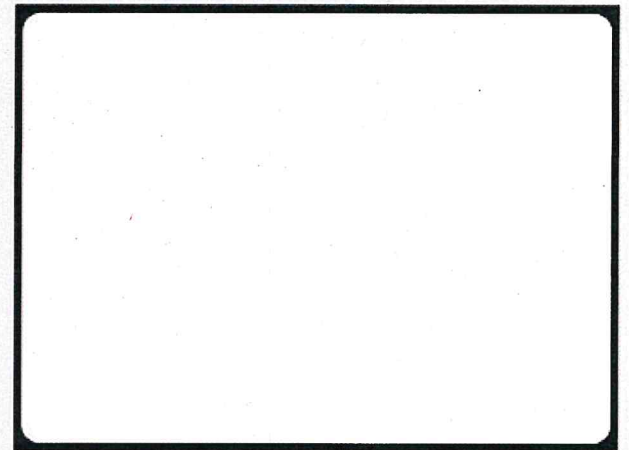
Group Members: Team 101

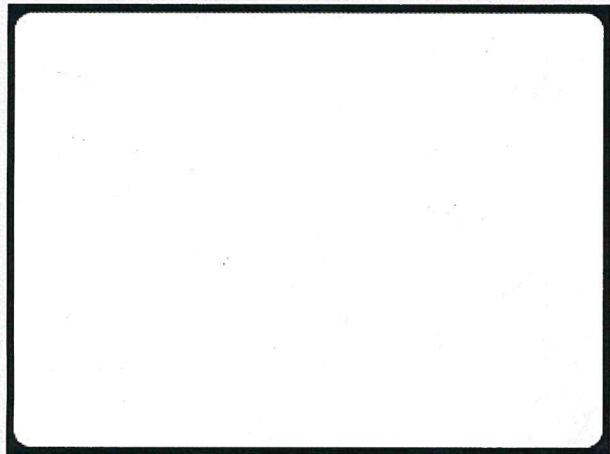


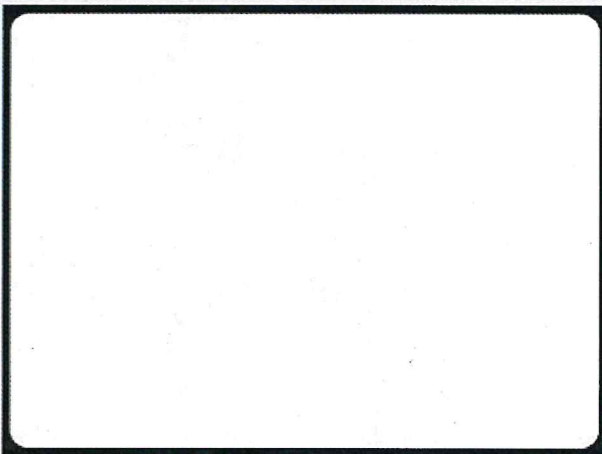
13 Lvl 5 of Lavarado - player
Must know the drop down
mechanic to pass

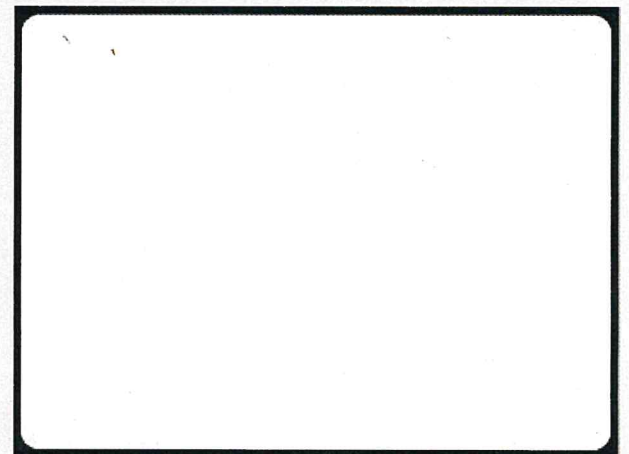


14 Level 6 - Boss of Lavarado.
Magma Dragon has 3 attacks,
including parrying the last attack.









Cosmo Cat

- ABOUT THE GAME -

Dear Player,

Cosmo Cat is about the adventure of Mr. Fluffles through space to find his owner. Encounter angry seals, mad cows, and rogue robots. Cosmo Cat is a sweet and mello game made for casual gamers, and we hope you have a great time playing. Get to it! Mr. Fluffles needs you!

~ Team 101



INSTRUCTIONS:

Goal:

Go to and beat every boss on every planet. Only then you will find where your owner has gone.

Keys:

Key	Key Alt.	Space Action	Land Action
W	UP	Throttle	Jump
A	DOWN		Fall through
S	LEFT	Turn left	Move left
D	RIGHT	Turn right	Move right
SPACE		Land	Claw attack

Tutorial:

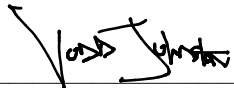
First start by trying out the controls in the home screen. Get comfortable and then touch the play icon to begin. Select a random planet and move towards it. Once you are close, slow down and land once you are touching it. If you approach the planet with too much speed, you will be unable to land. Move through the levels and beat the boss. Beat all the bosses on all planets and then a secret will be revealed.



TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK

Date	Task	Time involved	Team member responsible (student initials)	Comments
1.				
2.				
3.				
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Advisor signature _____



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