Final Project

FARM CRUSH

Scratch game

Contents

Idea Gathering (Research)

Inspiration

What inspired the making of this game is that as a kid, I loved playing games involving shooting or mouse-clicking to shoot and felt that it was not difficult. When it based on given game theme "Farming", the first thing that came to my mind was chicken and that made me to make a game about chicken farm and uses Mario-inspired boy characters to run this game.

Mood board

Applied

To change it into the way I wanted it to be, I chose photographs from the mood board that came with it as a reference. For instance, in my game, I blend Mario from pictures one and four as a boy character, then I choose a photo of a chicken house or farm and edit it to fit my game.
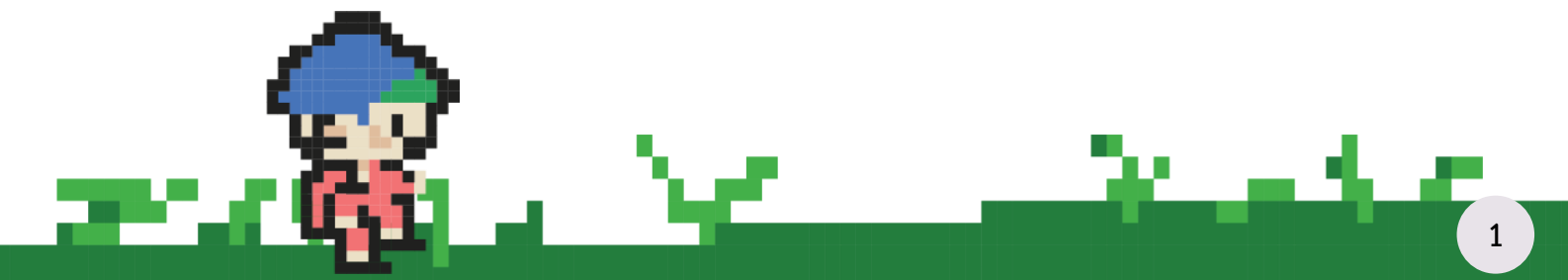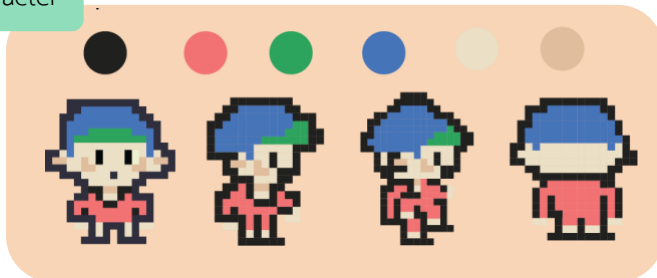
FARM CRUSH

Introduction

The aim of this game is to create a game that can be played in a fun way. This game is a chicken shooting game, must avoid obstacles, and collect eggs to increase the shooting time of the chicken.

Concept art

Character

When it comes to farms, I'm reminded of a shepherd child since I've heard this story so many times. As a result, I created the character of this hat-wearing boy. I created this character in pixel because I am not a good drawing and believe that if I use a pixel, I can make it cuter.

I choice of this shade because I feel that blue, green, red are colors that we can easily see and contrast. A color that is in bright tones is suitable for a farm theme.
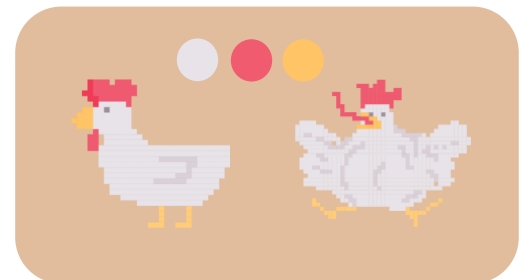
I chose chicken as my character because I want to make a game about the chicken farm. The color tone that I chose is a warm tone to show that the chicken is on the opposite side of the person.

Background

This is the background in starting a game or starting a story.

This is the office before you go in and play.

This is the first level you will encounter because there are only shooting chickens, so I chose to use the chicken house background.

2

This is the background in level 2.

This is the background in level 3.

This is the background when you win all the level.

How to play / Rules

This game is a continuation game. That is, when you pass the first level you will be able to play the next level. If you don't pass, you can choose whether you want to continue playing the same level, or will you go back and play again from the beginning.

The process of playing will be more difficult in each level is the first level will only have to shoot chickens with mouse-pointer to prevent the chicken from touching the edge.
The second level will have to control the boy to walk away from rocks and collect eggs to increase playing time.
The last level or the third level is that there will have a rain. If you touch the rain, your score will decrease, so you must jump over rocks and run away from the rain. In order not to be reduced in time or reduced scores, and the eggs will give you more time to play.
When you shoot 10 chickens, you win. If the time runs out or the chicken touches the edge 5 times you will lose immediately.

Boy   Boy2

Design (Game setting)

Components:

Sprite – Character: Boy

boy2   boy3
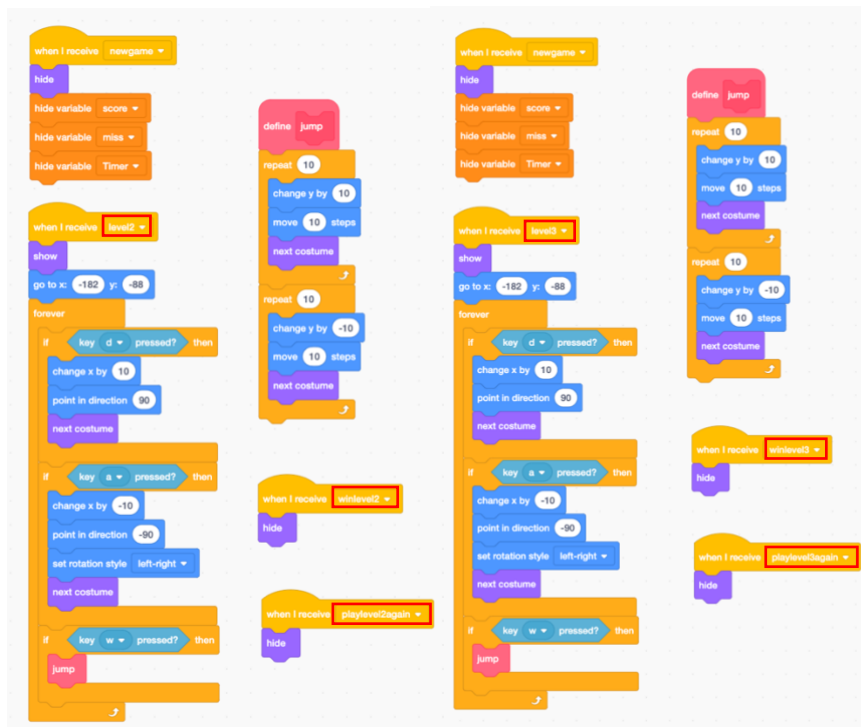
A sprite name 'boy' will show up when you reach levels 2 and 3 at the positions of x = -182 and y = -88 and use 'D' to move forward by turning x by 10 in the point in direction of 90, use 'A' to walk and go backward by turning x to -10 in the point in direction of -90 and use 'W' to jump to avoid obstacles or collect eggs to add time.

Note: where two same characters have the same code, but only change received a broadcast of 'winlevel2' and 'winlevel3' to fix a bug that happened to the character because when using a single character there is a bug that can't walk. which is thought to be a limitation of the scratch program.

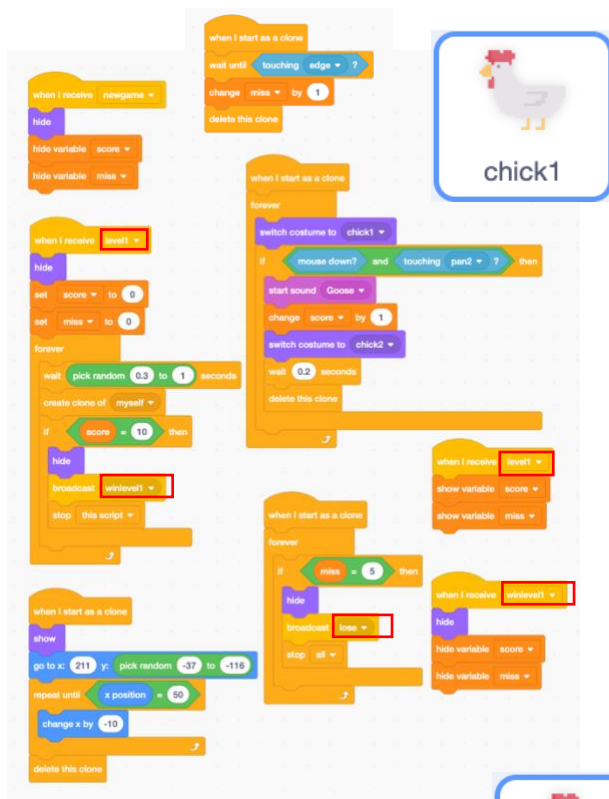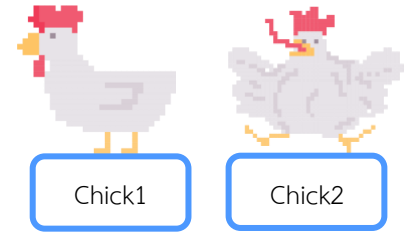**Character:** Peopletalk

peopletalk
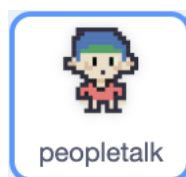
This will be a moderator when you are going to play different levels he will tell you that "Click to play" when you are about to start playing the first level. when you click play, It will disappear and come back when you win each level.

costumes

Chick1 | Chick2
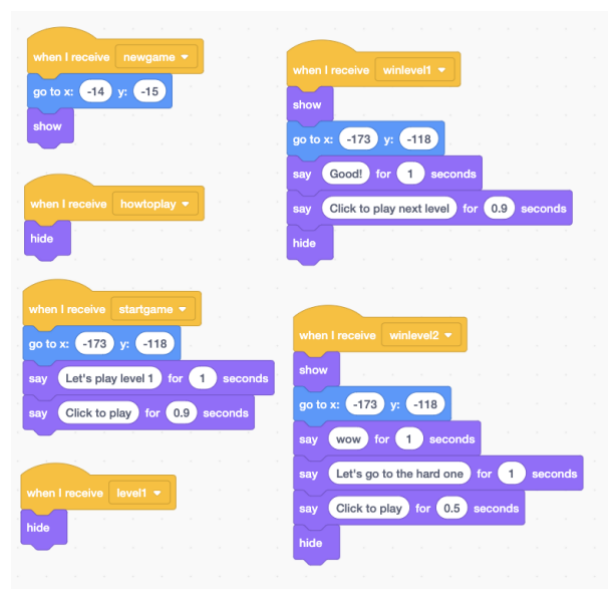
Character: Chicken

chick1

At the start of the game, it hides. and set a variable of the score and miss = 0 and the chicken will come out at the start of level1, level2, level3 and clone itself every 0.3 to 1second, it will come out at axis x = 211 and randomizes the y-axis from -37 to -116 and continues until the x=50 axis after that will delete itself.

When mouse down and touching pan chick will make a noise and change score by 1. When you get 10 points, you will be able to pass to the next level. In addition, the chicken touches the edge, it will change the variable of miss to 1 and when it misses 5 times, it will broadcast "lose", and stop all.
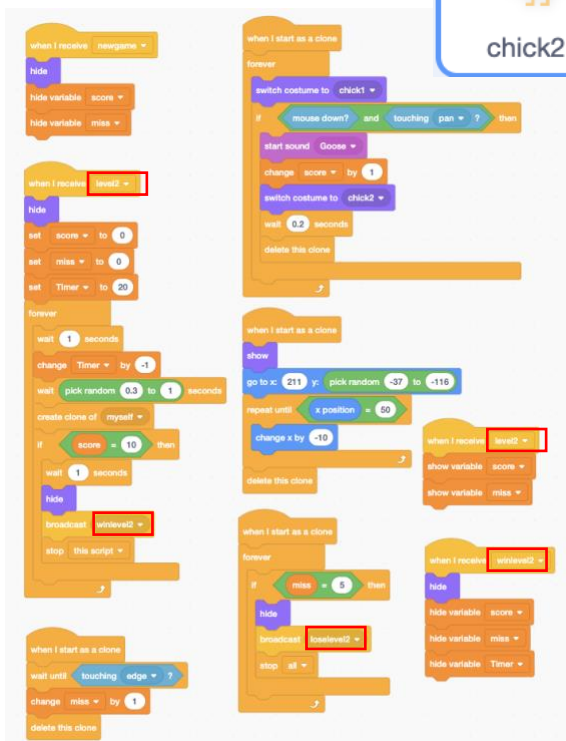

chick2
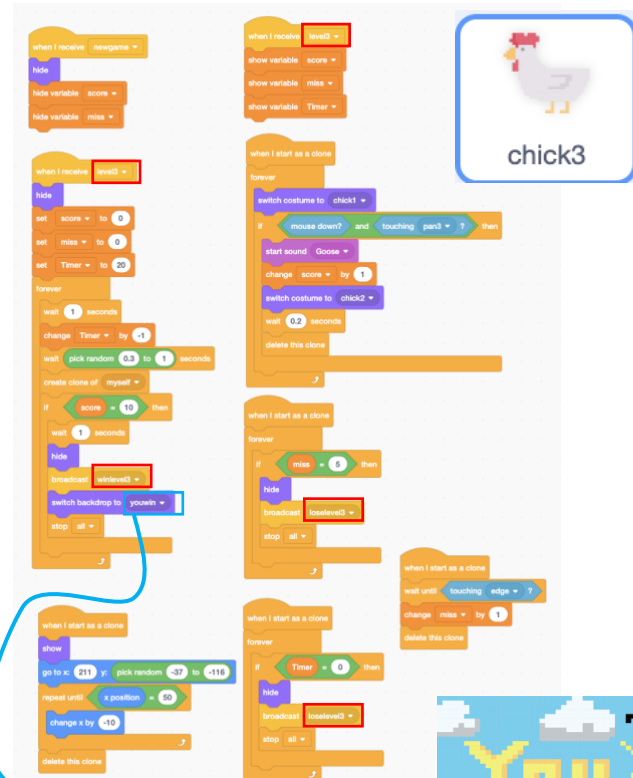
chick3

Note: Three similar chicken codes are used. Only changed a broadcast that sends out different levels of win and loss times with each level's gain. In order to fix a bug where the chicken won't come out. So we chose to use three of them for each level to prevent bugs and chickens won't come out.

If you can get 10 points in all three level. You will win and stop all then it will change the background to 'you win'
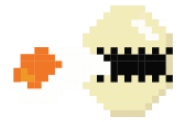
Item: egg

egg2

egg3
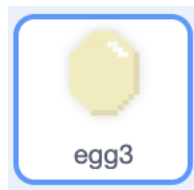
egg

Egg2

Eggs will start coming out at levels 2 and 3, with every 2-3 seconds a clone of itself will appear in random position and set y to 180 and if y=-180 will delete itself.

When the clone touches a boy, it changes time into one, and change into another costume with crackling sound to know that a boy has been touched.

Note: Two similar codes are written to prevent confusing selection and potential bugs. The only difference is getting the level broadcast.
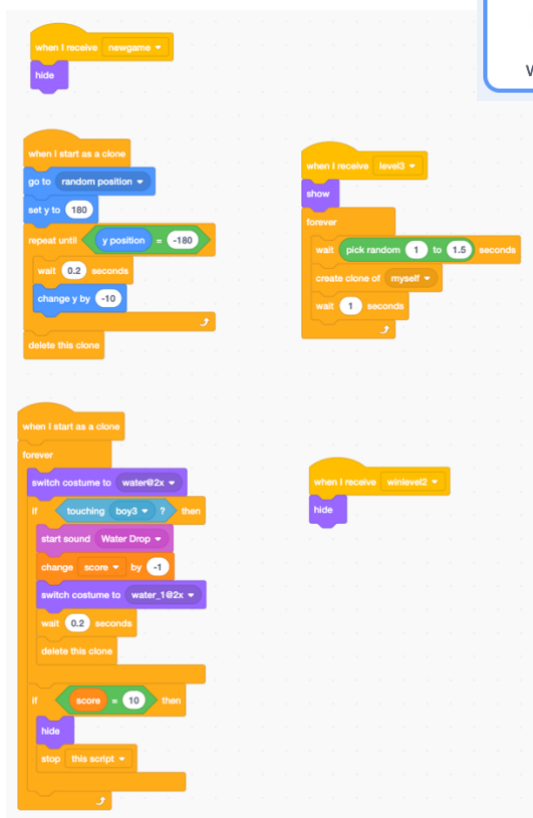
Item: Water

water3

costumes

Water

Water2

At the start of the game it hides itself. Then when receiving the boardcast that level three will show itself. It waits 1-1.5s and clones itself at random, but starts at y=180 and decreases y in increments of -10, when it y position reaches -180 it deletes itself. If you touch the boy, it will create a sound, delete itself and change the score to -1.

Item: rock

rock2

rock3
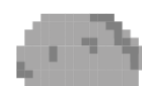
Rock   Rock2

At the start of the game it will hide itself and will show itself at the start of level two it will clone itself every 4-5 seconds, but on level 3 it will clone itself every 2. -3 s for more difficulty The stone will move to the position of x=179 y=-134 and when the boy touches the stone There will be a sound to let you know that you hit it, which will reduce the time. If the time is reduced to 0, you will lose immediately.

Note: with two identical codes to prevent bugs and its use is not confusing The difference is that the broadcasts of level two and level three are received.

Control: Pan

pan

pan2

pan3
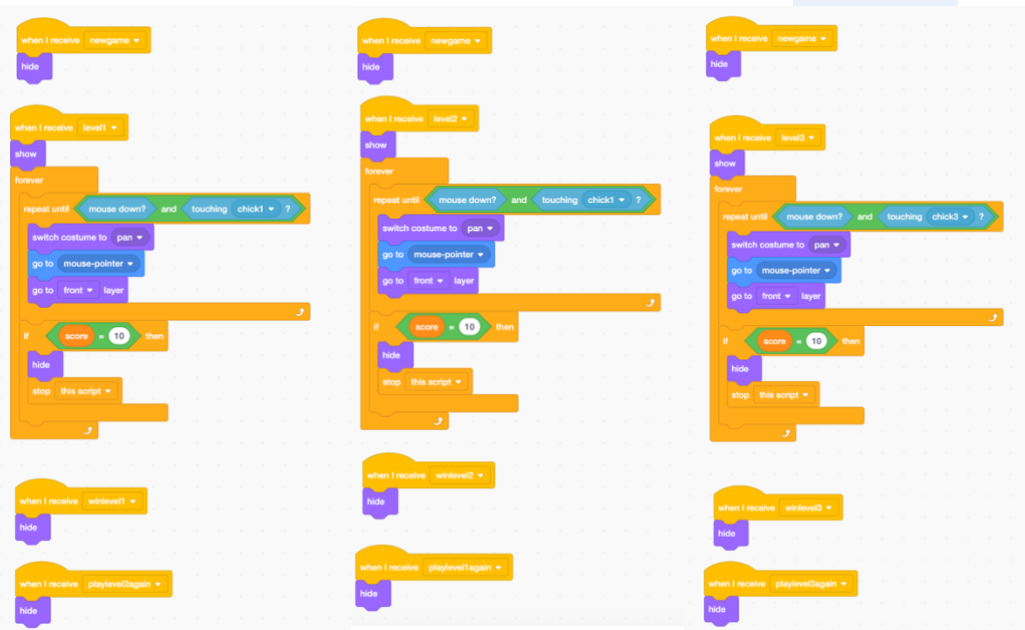
When starting the game it hides itself. When starting the game in each level will be displayed and it's next to the mouse that moves at all. It will keep it in the front so that it feels like you holding the pan. and when score = 10 it will hide itself, and it will show again when you play in the next level.

The same notes to fix the bugs that occur are: The pan does not move according to the mouse. And what's different is getting boardcasts of different levels and touching each chicken.
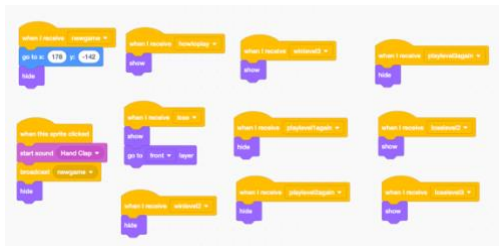
Button: Start

At the start of the game it will go to the position x=-5 y=-143 and upon receiving the howtoplay boardcast will hide and when Sprite click, a sound will be heard and a boardcast says "Startgame", then hides itself.

Button: How to play

At the start of the game it will go to the position x=-2 y=-193 and upon receiving the startgame boardcast will hide and when Sprite click, a sound will be heard and a boardcast says "howtoplay", then go to position of x=4 y=127

Button: Back

At the start of the game it will go to the position x=178 y=-142 and upon receiving the startgame boardcast will hide and when Sprite click, a sound will be heard and a boardcast says "newgame", then hide and it will show when you go to howtoplay or when you lose this function will show up.

Button: Play

1

2

3
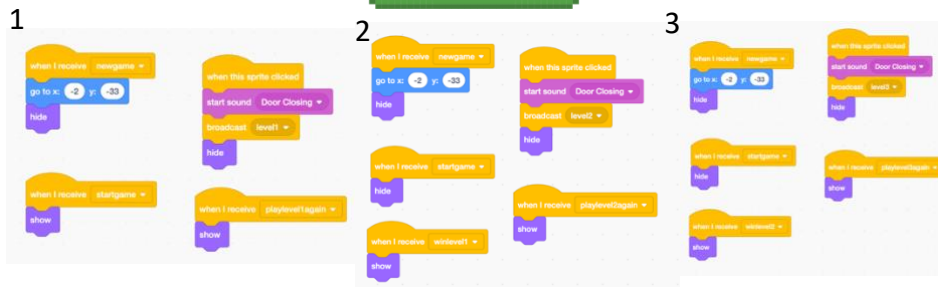
Upon receiving the boardcast saying newgame will go to the location x=-2 y==33 and hide itself. It will show when you get the boardcast as startgame and if you press it sends the boardcast as 'level 1', 'level 2', 'level 3' and hide yourself. and it will show again when you get broadcast playagain each level Three are used to prevent confusion.
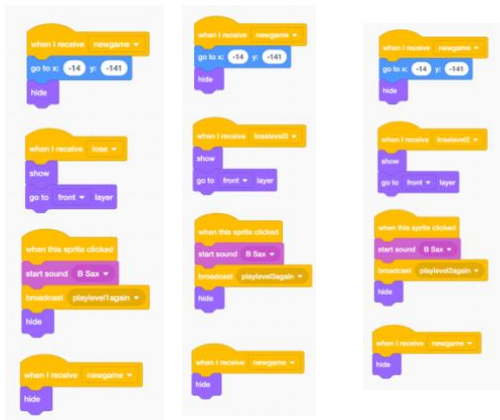
Button: Next
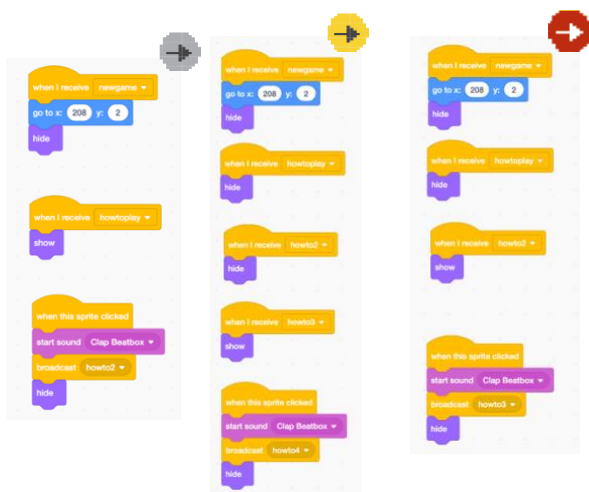
At the start of the game it will set to position x=208 y=2 and hide itself will be shown when you get the boardcast howtoplay and when the sprite clicks the first one will send the boardcast 'howto2' and hide. When you click will send the boardcast to 'howto3' and hide. When you click again will send the boardcast to 'howto4' and hide.
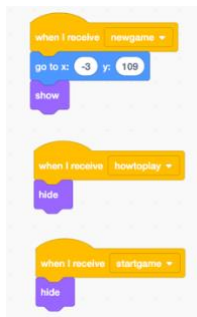
8

Button: Play again

When given a boardcast that newgame, it sets the position to x=-14 y=-141 and hides itself, showing when you lose each level. When we click it, it will hide itself and go back to playing the same level that you lost.
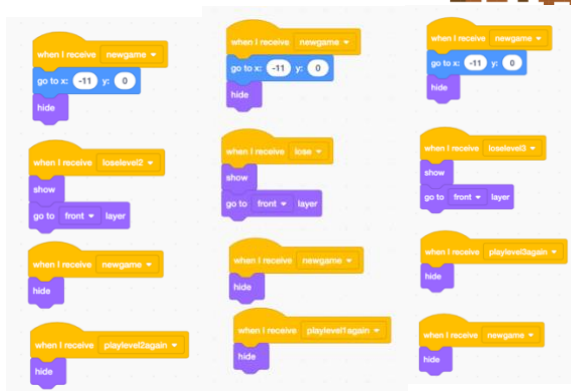
Note: Use three similar ones to prevent confusion and bugs.
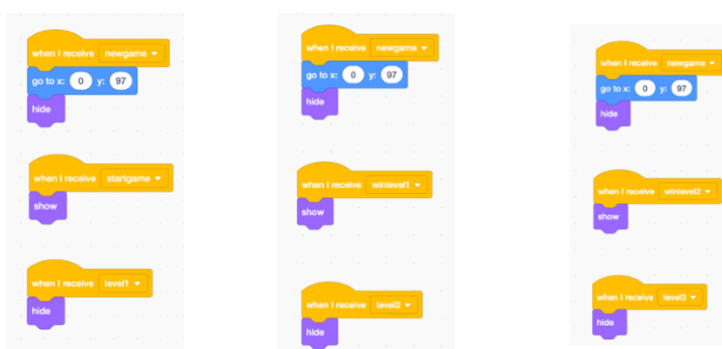
Etc.: Topic

When receive the broadcast 'new game', it will set x=-3 y=109 and show up. But when received, 'howtoplay' and 'startgame' broadcast will immediately hide itself.

Etc.: lose level

When receive the broadcast 'new game', it will set x=-11 y=0 and hided. When receive the broadcast 'lose' in each level will show up. But when received, 'newgame' and 'playagain' in each level broadcast will immediately hide itself.

Etc.: level

When receive the broadcast 'new game', it will set x=0 y=97 and hided. When receive the broadcast 'startgame','winlevel1','winlevel2' in each level will show up. But when received, 'level1', 'level2' and 'level3' in each level broadcast will immediately hide itself.

Backdrops

When clicked, give broadcast 'newgame'.

```
when [flag] clicked
broadcast newgame
```

When receive 'newgame' will change backdrop to farmcrush.

```
when I receive newgame
switch backdrop to farmcrush@2x
```

When receive 'howtoplay' will change backdrop to Howto.

```
when I receive howtoplay
switch backdrop to Howto
```

When receive 'howto2' will change backdrop to Howto2.

```
when I receive howto2
switch backdrop to Howto2
```

When receive 'howto3' will change backdrop to Howto3.

```
when I receive howto3
switch backdrop to Howto3
```

When receive 'howto4' will change backdrop to Howto4.

```
when I receive howto4
switch backdrop to howto4
```
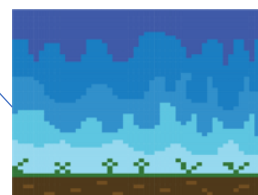
```
when I receive startgame          when I receive playlevel1again
switch backdrop to intro          switch backdrop to intro
```
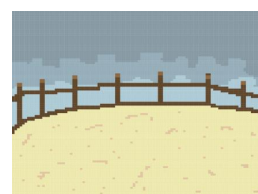
When receive 'startgame' and 'playlevel1again' will change backdrop to intro.

```
when I receive level1
switch backdrop to cheackpoint1
```

When receive 'level1' will change backdrop to checkpoint1.

```
when I receive winlevel1          when I receive playlevel2again
switch backdrop to intro          switch backdrop to intro
```

When receive 'startgame' and 'playlevel2again' will change backdrop to intro.

```
when I receive level2
switch backdrop to checkpoint2
```

When receive 'level2' will change backdrop to checkpoint2.

```
when I receive winlevel2          when I receive playlevel3again
switch backdrop to intro          switch backdrop to intro
```
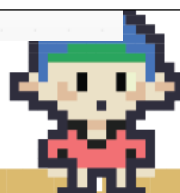
When receive 'startgame' and 'playlevel3again' will change backdrop to intro.

```
when I receive level3
switch backdrop to checkpoint3
```
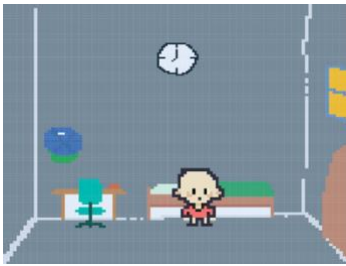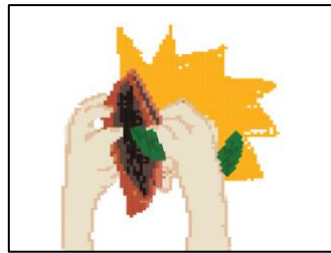
When receive 'level3' will change backdrop to checkpoint3.

farmcrush

Howto

Howto2

Howto3

Howto4

Intro

Checkpoint1

Checkpoint2

Checkpoint3

Storyboard

One day, he was going to see his mother in another country.

But it turns out that when he picked up the wallet found that he had no money left at all.

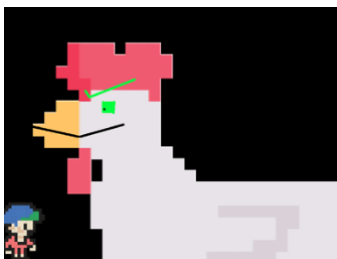So, he continued to travel to find work.

Along the way, he saw what people were looking at the signs.

When he went in, he saw that if he succeeded, he would receive money as a reward.

So, he immediately sends the job application.

when he was about to start working, He saw that the chicken was threatening and frightening him.
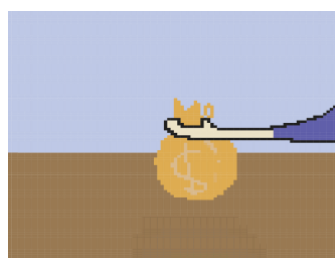
But he was not afraid because he has his pan came with him.

Then started the mission from the level 1 to level 3.

and brought 10 chickens to exchange for money back

And he went to his mother as he had thought.

Testing (Evaluation)

Feedback game: Suphavadee cheng (6488120)

She said "The first is to appreciate the painting which has very cute lines. The how to play page has a detailed description of how to play completely and is understandable. Including the sound effects that are selected are compatible with the game.

The first level is easy which is appropriate according to the level.

The second and third levels were becoming more and more difficult. I tried to play and lost many times. because I don't feel comfortable with jumping with 'W' So still not used to the move button of this game. What I want you to add is to add soft background music but overall, I likes it very much, I really enjoyed playing this game, the visuals are good, the logic is fine. If I play a little more, I will win the 3rd level."

Feedback game: Arisa Tor.rungruang (friends at High school)

She said "In terms of character design and background images, it is very cute. But what should be fixed Is to use the w key to jump, a button that makes me feel that I can't play right and it's not good at jumping, it's supposed to be able to jump and go back and forth. But overall, it's a fun game that must be split between two nerves for example chickens have to hit and people have to move to collect eggs and dodge obstacles."

Feedback Teaser: Arisa Tor.rungruang (friends at High school)

She said "In my opinion, I feel this is being made a cute teaser. It can understand the story that he is facing problems and what is he going to do. In addition, in the promote, the game play is very cute, for example, I like chickens hit scene, it looks smooth."

Reference

Reference: Mood board page 1

1. Image Source: https://www.behance.net/gallery/45907281/Mario-Super-Bros/modules/305499539

Keyword: Mario Pixel Art

2. Image Source: https://www.behance.net/gallery/123861073/Barn/modules/703929505

Keyword: Chicken game

3. Image Source: https://www.behance.net/gallery/100471415/Picture-book-A-Little-Pigs-Adventure/modules/579516741

Keyword: Chicken house

4. Image Source: https://www.behance.net/gallery/1730825/Super-Mario-Bros/modules/12340707

Keyword: Mario game

5. Image Source: https://www.behance.net/gallery/107707091/TLK-Personal-Project/modules/617388339

Keyword: Character

6. Image Source: https://www.behance.net/gallery/130154117/Kang-Sae-Byeok-(Squid-Game)/modules/737397349

Keyword: Character cartoon

Reference: Sound

- Source: https://freesound.org/people/lalazzylee1/sounds/322459/

Keyword: Game boss

- Source: https://freesound.org/people/erkanozan/sounds/51755/

keyword: whip

- Scratch