TOP-DOWN ASSIGNMENT - CRABCAT TDD

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CONTEXT :

CrabCat is a simple top-down puzzle adventure game that features Crabby, a little cat in a crab costume trying to make their way across some deserted islands. He has an inflatable swimming ring and adventures in search of treasure!

PRODUCT REQUIREMENTS :

Purpose: CrabCat is made for people who enjoy simple puzzles to play in a cute and relaxing atmosphere. Far too many puzzle games can be overly frustrating, our project aims for an easy but rewarding experience.

Features: Our product should feature really cute visuals, silly and fun characters as well as creative tools to explore the world with.

Release Criteria: The release should include all the agreed upon technical features or an equivalent to keep the game feel of the original idea. It must also have proper music, sound effects and satisfying visual effects. On the final release, it should at least have half an hour worth of gameplay.

Timeline: The project should take roughly two weeks to make and a demo should be available by the 26 at midnight!

TECHNICAL REQUIREMENTS AND FEATURES:

- Proper character movement with corresponding animations
- Start and End Screen with final count of treasure obtained
- Tools to overcome obstacles (Keys and Floaters)
- Inventory to manage tools
- Objects the tools can interact with (Doors and bodies of water to swim in)
- Environment Modifiers (Slippery floors or mud)
- Treasure Pickups! (Final Score at the end)

TECHNICAL DESIGN:

- Movement Manager (Movement and Speed)
- Inventory Manager (List for keys and boolean for floater)
- Game Manager (Manage Score)
- Pickup Archetype (Picked up, gets destroyed)
- Modifier Area Archetype
- Interactable Archetype