

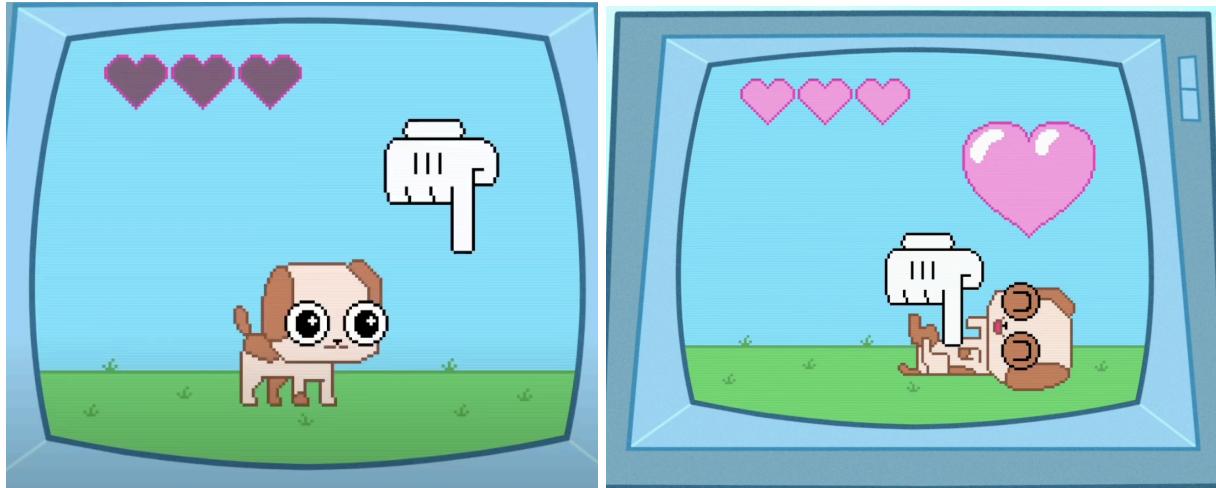
Name: Sunny Han

Title: Puppy Tummy Tickles

Source: *Teen Titans Go!* - Season One Episode 38 Breakfast Cheese [[youtube](#)]



Based on a clip from *Teen Titans Go*, Puppy Tummy Tickles appears to be an petting simulator that is housed in a console connected to a tv screen. The player controls a giant hand and can move it across the screen to *tickles* a puppy's tummy. When the hand tickles the tummy, a heart appears above the puppy and three hearts are added to the total hearts across the screen. The objective appears to be to tickle the puppy in order to gain hearts.

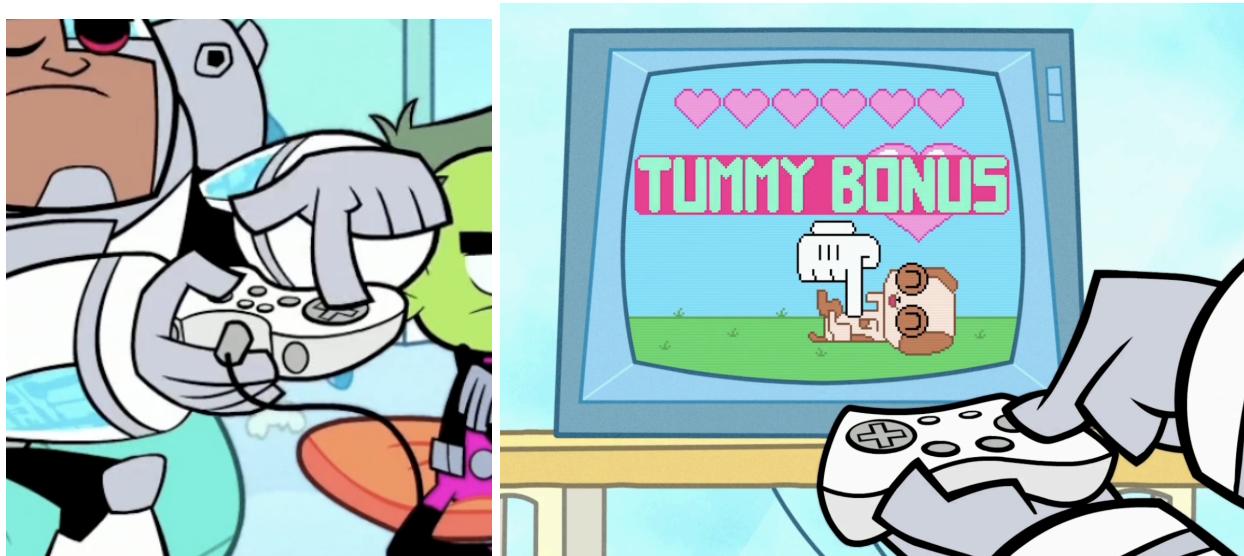


The game starts on the menu screen with a static title screen with the PRESS START text flickering around every second on the screen. When entering the game, there appears to be three key parts - hearts indicator, hand, and puppy. The player only controls the hand and the puppy seems to move on its own. Additionally, a catchy arcade-like background music plays in the background for both the menu and play screen, and pauses when the player tickles the tummy.

Parts of the game:

- Hearts: When starting the game, it displays 3 empty hearts. After the puppy's tummy is tickled, fill the hearts with an animation that fills it from bottom to top. After it reaches 3 hearts, the next 3 hearts don't have an animation and appear one by one.
- Puppy: When starting the game, it appears in the middle of the screen. It has no animation and *walks* to the right of the screen in steps by moving one frame at a time, with a 'boing' sound effect that plays every step. It then *lies down* and waits for the hand to move over its tummy and tickle it.
- Hand: Appears as a static image with no animation. When starting the game, it appears in the top right corner of the screen. It can move left or right in steps like the puppy, and a sound effect plays every step. It also moves down to tickle the puppy and stops on the puppy's tummy. A different sound effect plays when the hand touches the puppy, and the puppy barks two times.

Additionally, a big heart appears and floats up over the puppy's head to indicate three hearts gained, and when the player tickles the puppy's tummy when it is three hearts already, a TUMMY BONUS display will show over the middle of the screen.



The player seems to control left and right movement of the hand with arrow keys on a controller, and down movement with another button on the other side of the controller.

The end state of the game is unclear. It could be a fixed goal like having TUMMY BONUS show up on the screen or be infinite where you can go on until you fail to tickle the tummy.

At minimum, my adaptation will include:

- the menu scene, title picture, press start prompt
- the play scene with player movement and background with puppy
- a high score scene displaying the player's score (amount of hearts gained + bonuses)
- a credits scene with a prompt for player to return to menu

Assets:

- Pixel typeface for menu, high score, credits, and in-game bonus text
- background sprite for menu and play
- puppy sprite
- hearts/large heart sprites
- hand sprite
- sound effects for puppy movement, hand movement, tickle, heart gain
- background music - arcade style

Stretch goals:

- heart animation
- more detailed background sprites that match the original one more

Alterations:

It is unclear what the end state of the game should be, so I will make it a game where the goal is to reach 6 (or more?) hearts. The player's goal will be to tickle the puppy by dropping the hand down on top of it, if they miss a tickle (hand drops to the ground or puppy gets up before they tickle it) a heart will be subtracted. The heart gain will be adjusted so you only gain one heart instead of three. If you tickle the puppy exactly at its best tickle point a TUMMY BONUS prompt will appear and you will gain 3 hearts instead of 1.

Since I won't have arcade controls I will use left/right keys for movement and space for tickle.

I will also create custom assets with Aesprite that might not match the original game's assets exactly, and the same goes for background music.