

Pseudocode Game [final]

Multiple classes

- Gravity class
 - Collisions class (go hand in hand)
 - Rain class
 - Rain array (rain drops - randomize)
- Game class
 - This is the main thing
- Interactable class [abstract class]
 - Collisions
 - Beams and the moving objects
- Sprite animation class [abstract class]
 - The character moving based off the arrow keys
 - Classes that inherit the sprite abstract class
 - Different sprites
 - angel/devil character - sprite sheet (shadows)
 - The charging portals - sprite sheet (getting the battery to decrease)
 - The main character - sprite sheet (shadows)
- Object classes inherit interactable [the abstract class]
 - pulley
 - Seesaw
 - Filling the water - sprite sheet
 - Buttons - to move pulley (draw two pictures - one down and one up)
 - Blocks/stones - move to pulley seesaw??
 - Elevator
- Menu
 - Restart
 - Pause
 - Quit
 - Return back to the start page
- Block
 - Needs to be pushable
 - Make this start at the bottom so that it doesn't have to be falling/have to use physics
- Seesaw
 - Have it tilt
 - Rotate at one point
- Portals
- Elevators
 - Make them move on the y axis
- Buttons
 - Sprite sheet of one layer moving up and another layer moving down
 - When the button is pushed, the elevator is activated