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Title: The Trash Panda Dilemma

Description: Raccoons everywhere have been given the short end of the stick by humans. Mistreated and misunderstood, now all they want is change! One brave raccoon is looking to do just that! He's teamed up with an opossum and a rat to help improve the public image of "pests" and "vermin" everywhere. Together, their abilities make them the perfect group to gather coins for the humans that have fallen down into the sewers. In this side-scroller, platformer game, you can play as a raccoon, who is able to grab the coins with its front paws and move quickly, an opossum who can play dead in the face of foes so they leave you alone, and a rat who can squeeze into those hard to reach spaces. Gather as many coins as you can while avoiding foes, poisons, and traps.

Actors: The users that will use our system are people that want to play our game. We predict that this game will be most appealing to fans of side scroller and platformer games. There isn't much to offer to people who enjoy RPG or FPS games, unless they are looking for a unique storyline or a game a little different than their usual choice.

Functionality:

- Player can move forward and backwards during gameplay
- Player can jump during gameplay
- Player can switch between the raccoon, rat, and opossum characters
- Player can grab coins while playing as the raccoon
- Player can squeeze through tight spaces while playing as the rat
- Player can hide from enemies while playing as the opossum
- Player can lose a life or die after hitting poison, traps, or an enemy
- Player can gain reputation points by grabbing coins
- Player can save their high scores and see how they stack up against others
- Enemies (dogs) can bark at players, causing them to lose health.
- Enemies can pace back and forth across a section of map, blocking the player's progress
- Enemies will not bark at possums, which play dead. Enemies leave when player plays the opossum character.
- Player is subject to basic physics (gravity)

Stretch Functionality:

- Auto-generated or randomly generated levels to make the game more interesting
- Players get an energy boost from eating trash, possibly translating into enhanced movement speed.

- Players could have energy quotas that make them lose the game if expended fully. Each animal has its own energy meter. Any animal can refill some energy by eating trash, but each animal gets a larger energy boost from species specific foods.
- Getting enough of a high score can give you cosmetic items which can also be stored in the database.