**Panda-monium**

Overview

A skyscraper has caught on fire in downtown (insert city)! There is no escape for those caught inside, except by jumping out the windows. Luckily, the Panda Fire Department has come to the rescue! Your characters are two panda firefighters holding a trampoline. Move your trampoline along the ground to bounce the animals which are jumping from the building. The animals will bounce pretty high off the first bounce, so you'll have to catch them a couple times to ease them down to ground level. Be careful not to catch snakes or spiders jumping off the building, though; rumor has it that they started the fire!

Scoring Possibilities

* Timer (time counts down; level or story-based)
* Saves count (save a fixed number of animals or save every animal; level or story-based)
* Health and running score/points (lose health when you fail to save an animal; score based on time or points; continuous play)

Trampoline + Pandas

Movement: side-to-side with arrow keys (optional: tilt controls or natural tilt with movement)

Boundaries: left and right edges of screen

Animal Friends

Animals are spawned above the screen and fall at a constant rate until they reach the ground or the trampoline (possibility: change to realistic accelerated fall). When an animal lands on the trampoline, it bounces up in the air. Each successive bounce on the trampoline by that animal is lower in height than the previous bounce. The pandas must continue to catch that animal until it bounces to a low enough height to safely land on the ground.

Each of these animals has unique properties of falling and bouncing (more animals to be added):

1. Chicks
   1. Slow fall (chicks flap their wings as they fall)
   2. Low bounce
2. Kittens
   1. Regular fall
   2. Regular bounce
3. Bunnies
   1. Regular fall
   2. Higher bounce

Animal Enemies

These are the animals which you are avoiding trying to save.

Consequences of…

Saving enemy: ??

Not saving enemy: ??

Each of the enemy animals has unique properties of falling and bouncing (more to be added):

1. Spiders
   1. Slow fall
   2. Low bounce
2. Snakes
   1. Regular fall
   2. Regular bounce
3. Elephant (too big to catch; get out of the way!)
   1. Regular fall
   2. Crushes trampoline
   3. Entrance warned by Wilhelm scream?

Power-ups

Catch power-ups falling from the sky!

* Energetic pandas (move quickly)
* Grow trampoline
* Mattress (no bounce for animals)
* Slow-motion falling

Disabilities

Avoid catching these:

* Tired pandas (move slowly)
* Shrink trampoline
* Faster falling?

**Tasks**

Team Suggestions

1. Trampoline (program so that its properties may be easily changed by power-ups)
   1. First create the ground for the world
   2. Movement
   3. Boundaries
2. Animal and Power-ups (program so that its properties may be easily changed based on the animal or power-up). Just one animal and one power-up for now.
   1. Random spawning (with timed release of new animals and power-ups)
   2. Falling movement
   3. Destroy objects at ground (for now)
3. Collision
   1. Collisions between trampoline and power-ups (destroy power-up on contact)
   2. Collisions between trampoline and animals (resolve bounce)
4. Graphics
5. Sound

Future Tasks

1. Game menu
2. Scoring
3. Expand to different types of falling animal friends and enemies
4. Add story?