Catch the protein products

Game idea: A skinny guy trying to get more jacked by eating protein products that some gains God is dropping from the sky.

Background: A gym, because it’s a funny idea to have this guy run around like a maniac in a gym trying to get buff by eating protein falling from the sky when there is workout equipment right there.

Falling protein

Score

Time

Falling zone

Skinny dude

Protein will fall from the sky until they hit the bottom of the screen or the man, then reset their position back at the top. If they collide with the skinny guy, a sound effect will play and score will go up (potentially, the man will have his sprite size increased everytime he eats protein, but thats down the line pretty far.) A timer ticking down “until the gym closes” will be placed in the top right corner.

This game will be happening vertically, the man will start at the bottom of the screen and be moving from left to right.

For sound effects, a generic “nom nom nom” sound would be fantastic, but I simply chose a magic effect sound.

Added score and timer functions to the game.

The first state of the game is the instructions state. The synopsis of the protein deficient skinny man will be explained, and there is a start and quit button at the beginning, along with a listing of the last score the player received (upon starting the program anew, the score will be zero.). Hitting the start button will begin the game, hitting quit will exit the program. The gameplay ends once the timer hits zero and “the gym closes”.

The score they received will be recorded, and will change depending on what the score of the next gameplay is.

Gym image: <https://stock.adobe.com/search?k=%22gym+background%22&asset_id=606549277>

Skinnyguy: <https://openclipart.org/search/?query=gym+guy>

Protein powder image: <https://stock.adobe.com/search?k=protein+powder>

Sound effect