Minigames – CHUNKY MONKEYS

# Arcade

Players visit an arcade on days off to earn money specific to arcade prizes that can be purchased.

Different pets could have certain affinities towards games depending on how they were raised. For example, a more creative pet would be better at the rhythm game while an athletic pet will be better at running games. \*

Use money from the pet’s job to play the games and earn arcade tokens that can be used to purchase vanity items in the arcade shop.

# SLIDER

Guitar hero style highway that scrolls towards the player as your slider your finger to hit the notes. Rewards can be awarde3d based on accuracy and streak.

# Climber

The player is constantly jumping up the screen as the screen moves down towards fire. The closer the platforms get to the fire, the more cracked they become until eventually breaking. The player is trying to reach heaven and escape from hell.

# DEMOMAN

Aim a cannon to destroy schools or orphanages. Could be on big target that the player has to breakdown or multiple smaller buildings that go down in fewer hits. The player would use the pet as the cannon ball.

# Memory

A Simon inspired memory puzzle game. The pet would be electrocuted if the player messes up the sequence. Different levels could have different lengths of sequences to be input or could have more buttons and less time to input the sequence.

# Escape

The player has to navigate the pet out of a basement while making sure not to be caught while escaping. Hotline Miami/Gauntlet inspired. Could also be navigated through a series of rooms similar to Binding of Isaac.

# Delicate Balance

Manage your drug intake to maintain a healthy heart rate. Get a Heart rate that is too low or too high and you lose the game. Taking heroin will slow down the pet’s heart rate while cocaine would speed it up.

# Run

Player has to time jumps as the pet runs constantly to the right to get away from a rabid dog/Homeless man/Bath salts user/Unpaid drug dealer.

# Dodgems

Player has to steer the pet’s car, in which the brakes have failed/been cut, down a steep hill as it gains speed making sure to not hit obstacles on the road.   
  
  
\*Edit from Betina – Yellow: Uncertain, Green: Approved, Red: Changes made