**Semester 2 Project review:** Let’s make life easier for ourselves.

**Name ideas:**

Burning Bush, Escape the Flames, Animal Inferno, No barby t’day mate, Struth it’s hot.

**Theme:**

Stick to a single theme, thinking Bush Fires.

Burning trees in background.

Flames on edge of screen behind player character.

**Art:**

Still have 3 sprites – Kangaroo, Dingo, Emu, using sprite sheet animation, Silhouettes?

Art style 2D cartoon or pixel art 8 bit background, player sprite and platforms.

Colour palette – Reds, Oranges, Yellows, Browns, Black.

**Animations:**

Running

Idle

Jumping

Dead

**Level Design:**

4-6 levels.

Let’s get an initial placeholder level setup first.

Then move on to adding 3 or more.

If easy enough to implement we could RNG from placeholder level for a max of 5 levels.

Work on manageable distances for jumps and jump height values.

**Sounds & Music:**

8 bit midi files

Burning sounds

Ambient background noises

Music fast paced 8 bit tune

**UI:**

Time Limit

Health Bar

Start and end of level text or death text/game over

Start menu – play, quit, settings & controls

**Mechanics:**

Get from point A to point B in the time limit, can collect ‘stuff’ to extend or shorten time limit.

Jump over burning logs, sharp branches and pits.

Collision with hazards reduces time and drops off a % off health bar.

Time hits 0 and game over.

**Win and loss states:**

Win = Reach point B/end of level

Lose = hit too many objects leading to death or time running out. Or time just runs out.

**What must the game have?**

Platforms and plat forming

Win and loss states

Art assets, player sprites, platforms background etc.

Jump sounds – to add to feeling of player input

Collectible items that add health and time

Working collision

UI

**What should or could the game have?**

Music

Varied mechanics for the animals such as rolling or gliding

Easter eggs for fun if time

**What must it NOT have?**

Bugs

Challenge verging on impossible

Poor level design

**Promotional stuff:**

Poster(s)

Trailer?

**Paperwork:**

Gantt chart. Perhaps personal Gantt charts for our own progress and can then combine for an overall team one.

GDD.

Meetings Logs.

Personal Logs.

Game Logs.

Test scenarios.

Play testing.