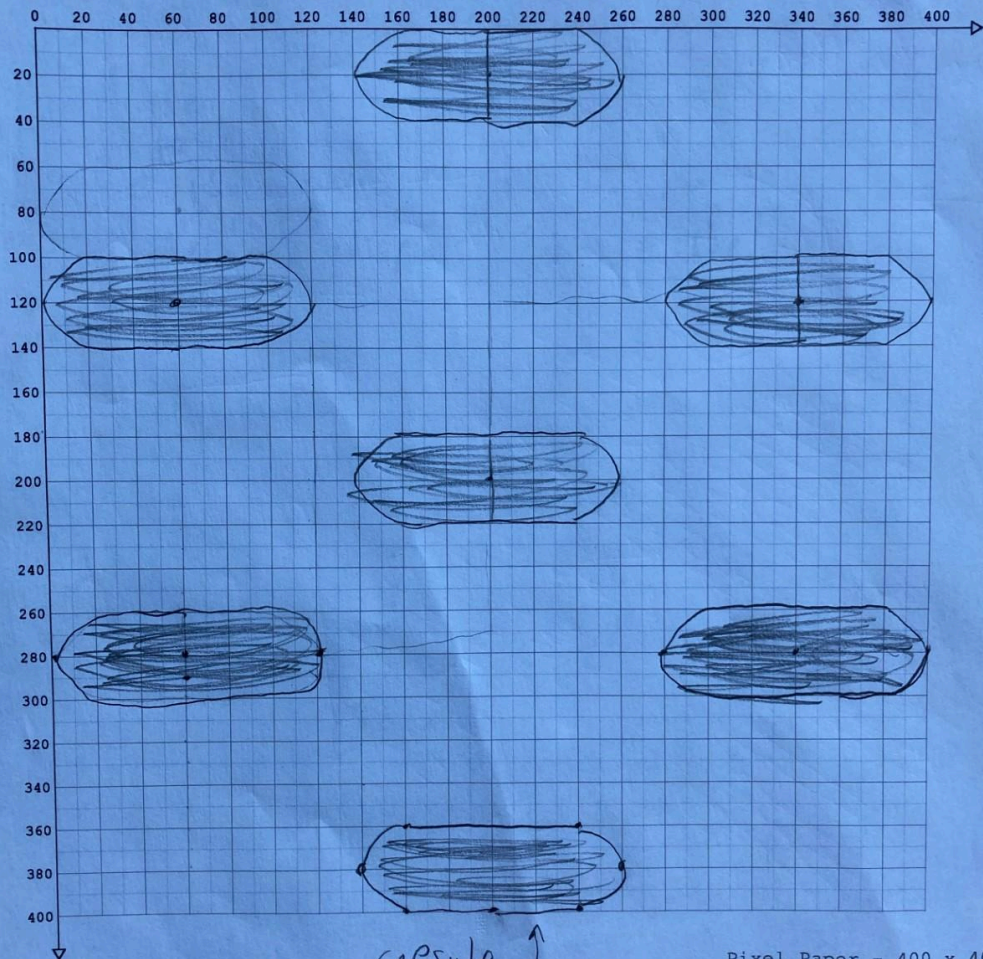# Game developement A2

Game idea: Whack-a-mole

Premise: The screen would feature a green background with 5-6 holes on it. After a certain amount of time, a mole comprised of simple shapes would be drawn over one of the holes randomly. The player's objective is to click on the mole before the next one is drawn. Maybe I'll add an integer that tracks how many moles the player has whacked, and display it on the top of the screen.

Game developement A2

whack-a-mole

Pixel Paper - 400 x 400
Graph Paper for Screen Coordinates
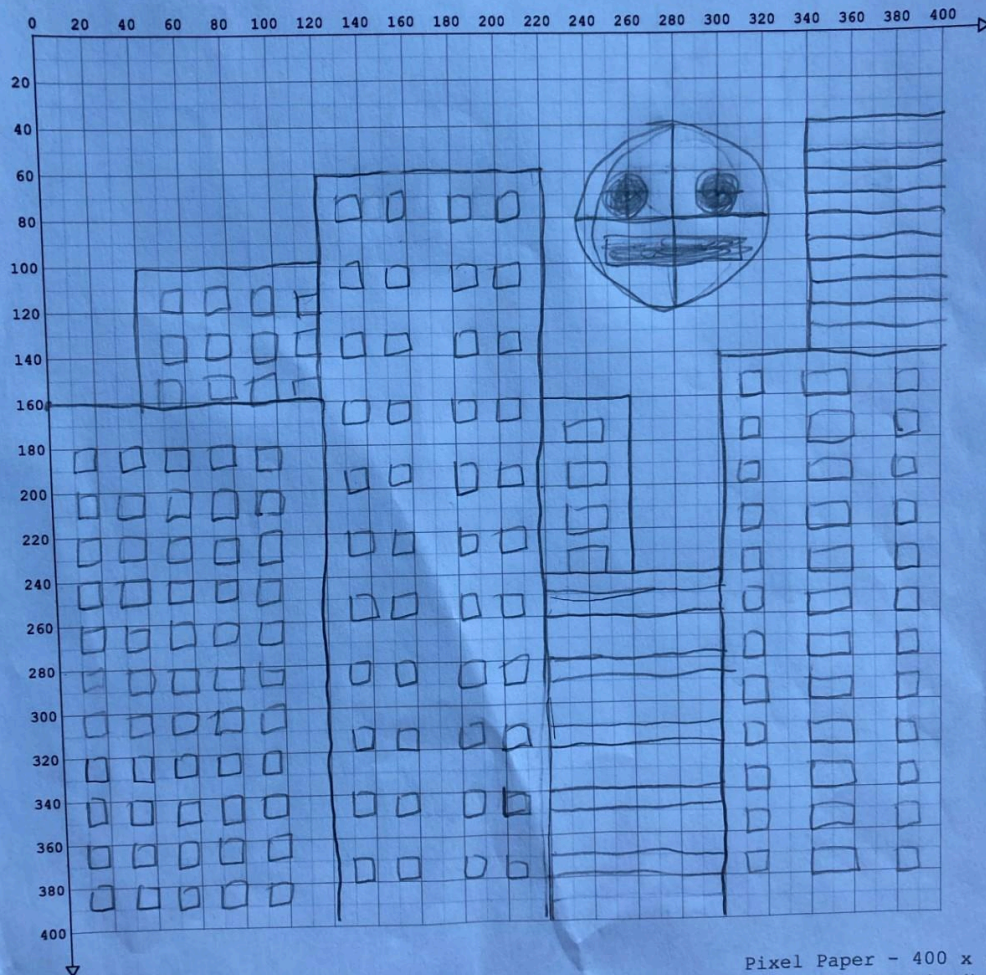
capsule, ⤴
drawn black

Game developement A2

Game idea: Chase Bob

Premise: A simple city background is
drawn (grey rectangles) and a yellow circle
with a face is drawn in the foreground.
Every time the mouse's X and Y match up
with the yellow circle (Bob), Bob will go
to a random position on the screen.

Game developement A2
Chase Bob

Pixel Paper — 400 x 400
Graph Paper for Screen Coordinates