

## **Project Overview**

### **Plan:**

We plan to meet 2-3 times per week, for about 4 hours each session to discuss the project progress, issues & problems we are facing, and next steps. In this step we can also divide up what more work we have to accomplish and who will do what. Additionally, we will set due dates to keep us on track with the deadlines. These meetings will be facilitated using Discord where we will discuss these aspects vocally (using voice call feature), in addition to text messaging using WhatsApp. In order to collaborate we are using Google Docs to work on different project components while being able to access the files individually - we also use the discord streaming tool to be able to share our screens during our meetings and share our work among the group. To divide the project tasks justly, we will have each individual be the head of a task, then collaborate as a group to finalize each part to ensure the desired quality is met.

### **Description:**

Our game is called Blob 2D Arcade, the objective is to eat all of the slices of cake, with a chance at an entire cake at some point in the game and to reach the hidden exit to win the game. The user will be playing as a blob slime (Jimmy), who will be running around his parents factory, eating slices of cake as he goes, and attempting to escape from his parents, who are worried about Jimmy's sugar levels. Jimmy's parents own a cake factory, and as the naughty slime he is, he cannot help himself from tasting his parents' exquisite cakes, even if they happen to be a whole cake at times. So during the middle of the night, Jimmy sneaks into his parents' closed factory to eat all the cakes he can with his trusty flashlight. As a way to discipline and halt Jimmy's actions, his parents have set up several freezers to keep him from running around if he falls into one. Fortunately for little Jimmy, the cold cannot hold him for more than 2 minutes as his flashlight melts the ice. To avoid being sent to the hospital for diabetes, Jimmy must escape without his parents ever knowing he ate all the factory's inventory, by reaching the hidden exit made personally by Jimmy prepared in advance to flee the scene of the crime. At all costs, do not let Jimmy's sugar levels go below zero, or he will faint.

### **Legend:**

1. Moving Enemies = Jimmy's Parents
2. Main Character = Jimmy
3. Punishment Enemy = Freezer
4. Reward = Cake Slices
5. Bonus Reward = Entire Cake
6. Board = Cake Factory
7. Barriers = Factory Equipment (boxes, conveyer belt, etc.)
8. Score / Health = Jimmy Sugar Levels