Bacteria growth style game

* Increase mass by eating other bacteria
* Avoid viruses, which have negative effects
  + Red – Lose mass
  + Blue – Lose speed
  + Green - can’t eat
* Power ups
  + Immunity to all viruses for x seconds
* Colour changes depending on what colour you eat
  + Immune to viruses same as dominant player colour
* Player has mass which effects speed and size
* Controls – 2 buttons
  + Constant moving speed
  + Button A turns left
  + Button B turns right
  + Both down boosts player

Things we need:

* Player
  + Mass – bigger when eats bacteria
  + Speed
  + Colour – mix of RGB
* Bacteria AI
  + Has mass
  + Has colour
  + Wandering AI
* Virus AI
  + Fixed mass, same as player
  + Has colour
  + Wander and seek AI
  + Negative effect on player for x seconds
    - Red – Lose mass
    - Blue – Lose speed
    - Green – Can’t eat
* Power ups
  + Invincibility
* GUI
  + Current colour mix
  + Score (increases on eating)
  + Duration of debufs

TOM’S SOUND IDEAS

Eating bacteria – squelchy eating sound

Attacked by viruses – Red: sharp stinging impact noise

Blue: Slow, drawn out oomph noise

Green: Dry heave/retch for being ill

Music – Have created relaxed/spaced out sounding music

***EXTRAS***

* Bacteria eat and grow like player
* Play as virus
* Wrap game world
* Xbox controller
* GameAreaManager script creates game arena at runtime
* Multiple sprites for bacteria

**TODO**

* Virus AI
  + Effect on player (*started?)*
  + Fix player follow (*started*)
  + Throw up bacteria – particle effect?
* GUI
  + Menu (*started*)
  + Score
  + Virus effects
* Bacteria
  + Random colour on load (*started*)
* End game?!
* Stretches
  + Integrate pooling
  + Particle effects
  + World wrapping
  + Smarter bacteria
    - Eat and grow like player
  + Arena generated @ runtime
  + Smooth transition camera zoom
  + Play as virus (!)