

Game Jam #52  
August 3, 2025  
to  
August 10, 2025

Ideas:  
• Arena?  
• Mini Dragon Crawler  
• Environment  
↳ Canvas?



Special Object:  
Possible Themes:

- Fantasy
- Purg
- Riot

Attacks

- Melee
- Bolt/Projectile
- Fireball/Explosion

Protection

- Armor



Abilities

int cost; // How much paint is used  
string animTrigger; // String to trigger animation  
int

Theme: Fantasy

Special Object: Bucket

Player

- Has paintbrush
- Has can/Bucket
- Has Health
- Has Ingredients

↳ Dictionary [Ingredient, int]  
• Has moveSpeed // Move speed

int slots // # of paint  
↳ Dictionary [color, int] → Quantity of each color in the bucket

- Can useAbility()
- Can pickupItems
- Can mixItems()
- Can DumpBucket() → // Empty out contents
- Can IsDead → Action, observe

Game world // Singleton

- Has playerLocation // Game object, Static
- Has playerObject // Game object, Static
- Has Score

• Can GetPlayerLocation

Enemy

- Has Health (int)
- Has speed (float)
- ~~Has Range~~
- Has Range (float) → Range from self to player
- Has anim (Animator)
- Has ~~atk~~ atk Damage (int)
- Has Color (color) → Paint color that the creature is weak to.

- Can attack
- Can detect if in Range
- Can die → // Play animation, instantiate splatter, destroy after sound.
- Can walk
- Can idle
- Can Take Damage // Reduce health, show hit indicator.



# Tue

- Create Github Repo → 0.5hr
- Create Unity Project (2D) →
- Design UML → 1.5hr
- Implement
  - ↳ Player → 1hr
  - ↳ Color → 0.5hr
  - ↳ Enemy → 1hr
  - ↳ Bucket → 1hr