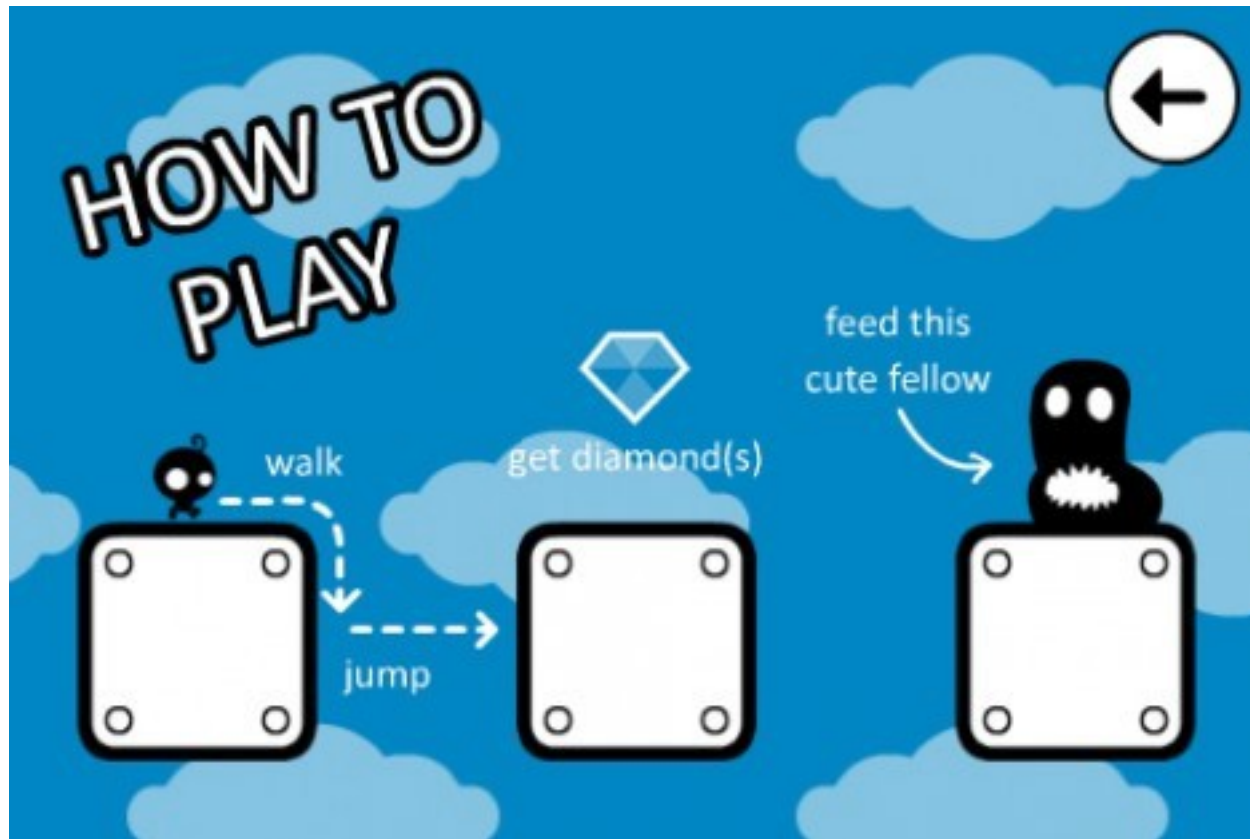


They Need To Be Fed (clone)



Summary

- **They Need To Be Fed** is a platformer with dynamic gravity.
- The game ends when you touch a spike or other 'killing obstacle' (rockets, spike balls, etc.).
- Points are earned for every gem you collect and deliver to a hungry 'monsters' at the end of the level.
- The game implements in-level checkpoints.
- There are a series of sequentially connected levels.

Mechanics List (no specific order) 1 of 2

- Player – Little dude who can run left, right, and jump. Stays oriented to current gravity source.
- Inputs – Three movement buttons: left, right, jump.
- World
 - Simple Background (non-parallax)
 - Circles, Squares, Ovals, and other shapes. Some stationary, some moving.
 - Spikes and other stationary threats.
 - Turrets and other moving/active threats.
 - Monsters
 - Checkpoints – Die and return here instead of start.
 - Gems

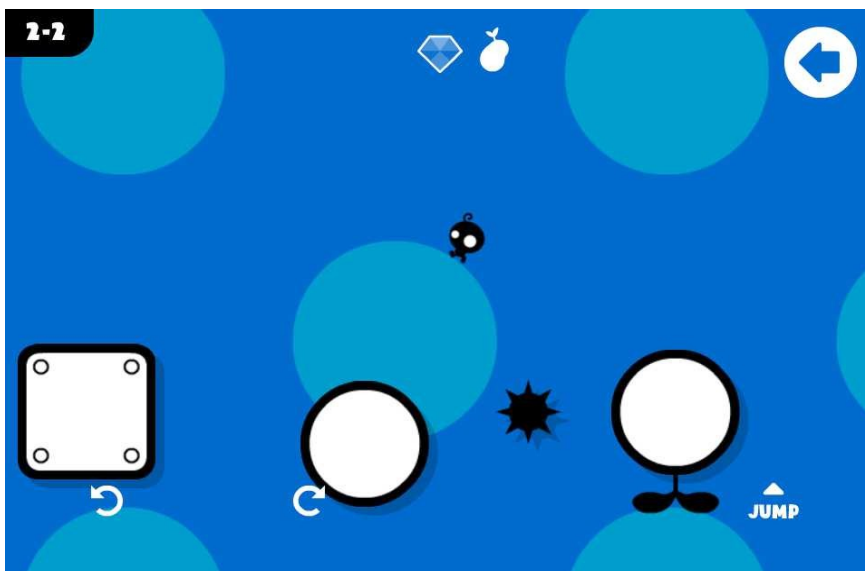
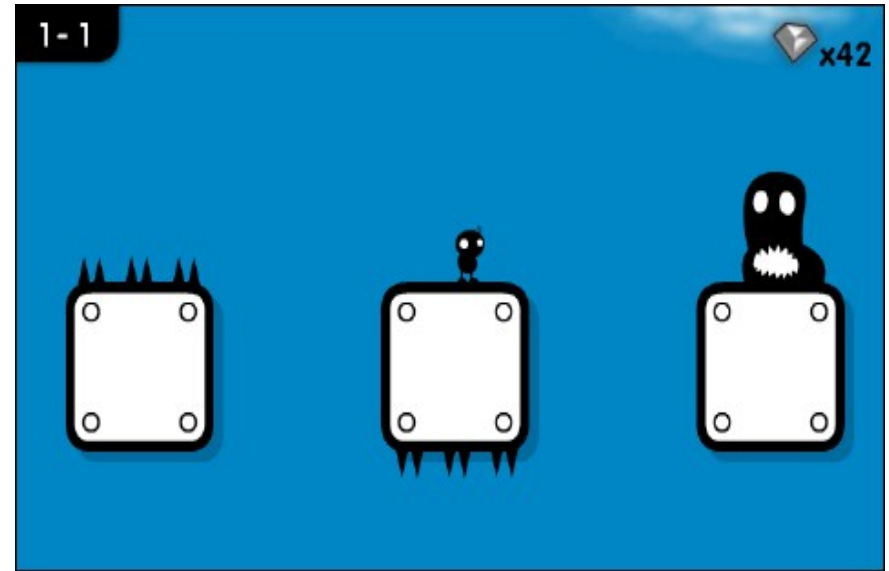
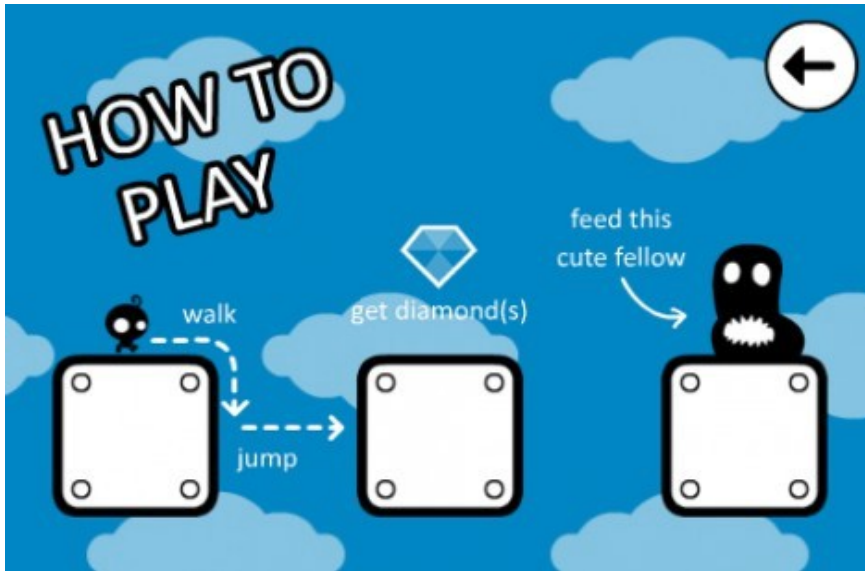
Mechanics List (no specific order) 2 of 2

- Camera - Keeps player in center of screen, but lags a little.
 - Our initial camera will be instant.
 - Later we'll add lag.
- Single layer background. i.e. No parallax.
- Design Settings – Landscape orientation; Primary device: iPhone 5/6/6+
- HUDS, Interfaces, etc. - Not covered in this clone/copy.

Interfaces Inventory

- Splash
- Main Menu
- Options
- Level Selection
- **Play GUI** – Only making this.
- YoYoGames Link
- Achievements

Sample Screens



Get, Play, and Watch The Game

- Available on iOS and Android.
- Videos
 - They Need To Be Fed (review) -
<https://www.youtube.com/watch?v=N1QXjOW3kbc>
 - * They Need To Be Fed 2 (Launch Trailer) -
<https://www.youtube.com/watch?v=8wJmf6pzkpo>
 - * They Need To Be Fed 3 (Launch Trailer) -
<https://www.youtube.com/watch?v=T9AuSqUgHnc>
 - * They Need To Be Fed 3 (lonniedos review) -
<https://www.youtube.com/watch?v=gH9rihpcbHk>

Folder Layouts

- ~\CoronaGeek\Hangouts\ICanMakeThat\TheyNeedToBeFed\
 - app\ - The latest versions of the game.
 - ~\app\game\ - The source to the game. (See next page.)
 - app_old_versions\ - Backups of older versions of the game.
 - docs\ - Documentation for talks.

Folder Layouts

- **~\ICanMakeThat\TheyNeedToBeFed**
 - **app\game** - The latest versions of the game.
 - **app_old_versions** - Older versions of the game.
 - **docs** - Documentation for talks.

Game Source Organization

(~\app\game\)

- **build.settings** – Device/build settings.
- **config.lua** – Design settings.
- **main.lua** – Entry point to app.
- **data** - Level layout definitions.
- **images** - Art use in game.
- **scripts**
 - **builders** - Game object builder modules.
 - **common.lua** – Game settings, helper variables, ...
 - **inputs.lua** – Movement buttons module.
 - **levelLoader.lua** – Utility to convert layouts into 'buildable' level table.
- **ssk** - Roaming Gamer - Super Starter Kit (for Corona)