The intent of our game was to create a top-down game where the main character, the Spear Snail, collects all of the stamps throughout the map. Narratively, the stamps were stolen by robbers and only Spear Snail can reclaim them. Mechanically, the Spear Snail’s movement is controlled by WASD or arrow key inputs to make him move throughout the map. Similar to the Groundhog demo in class, the Spear Snail interacts with the world by colliding with them. Certain terrains, like water, interact with the snail by slowing him down. Aesthetically, we found the tilemap online and wanted to make the Spear Snail sprite both stand out and fit in with the background.

One of the joys we experienced was taking the pieces of the tilemap and putting them together into one seamless picture. It felt like solving a puzzle with no specific end goal. Finding fun music and adding little details to the city to give it more life was enjoyable, seeing the city be built up was fun. On the other hand, one of the frustrations we encountered was the creation of the tilemap palette. The pieces were of strange sizes and using it at the same size as the land around it would make filling in the buildings much more tedious, so instead we chose to individually slice the pieces. Another frustration was getting the car to interact with the snail and having the car respawn after a delay once it left the tilemap, so instead it just keeps going.

Spencer created the Spear Snail sprite, and we found the tilemap at <https://kvsr.itch.io/citypackpixelart>

Brandon created the main and end game menus and worked on the scoring system and getting the scoring system to send the player to the end game menu.

Music was found at https://freemusicarchive.org/music/Loyalty\_Freak\_Music/POSITIVE\_ATTITUDE\_/Loyalty\_Freak\_Music\_-\_POSITIVE\_ATTITUDE\_\_-\_07\_Anarchobliss