Game Stages

- [ ] Player
  - [ ] Movement
  - [ ] Eat Mechanic
  - [ ] Collider
  - [ ] Damage Detector
  - [ ] Lie Meter
- [ ] Enemy
  - [ ] Enemy Sprites
  - [ ] Enemy Spawn
  - [ ] Damage Detector
  - [ ] De-spawn
- [ ] Coins/Food
  - [ ] Spawn Rate
  - [ ] Item Sprites
  - [ ] Point Meter or Indicator
- [ ] UI
  - [ ] Menu
  - [ ] Fish Health
  - [ ] Enemy Health
  - [ ] Points Gained
  - [ ] Points Lost
- [ ] Sound
  - [ ] Eating SFX
  - [ ] Damage SFX
  - [ ] Maybe Player Sound SFX

External Dev Stages

- [ ] Title Scenes
- [ ] Itchio Page
- [ ] Game Over Page
- [ ] Support Page

Step By Step Process

- Player Fish
- Fish movement with pivot at mouth
- Food spawning in certain areas until eaten
- Player fish eats the food
- Fish gets bigger and stronger
- Enemy fish can damage the fish
- Fish will lose points if damaged
- If player is higher point than enemy then they get bonus points
- Maybe minigames
- Screen gets wider the more food they eat

Bears, hamsters, children, pigs, shrimp, dog, lobster, catfish, ostrich, possum, bandicoot

CONCEPT

A Feeding Frenzy Game where the player must obtain as many points as possible before perishing by the enemy.

Gopher Gobble!

Play as a gopher and create and connect tunnels for your new home. Dodge farmer shovels, predators and more until your home safe.

Mood Board

Inspirations

Typical Gopher Tunnel Network