<https://johnhawks.net/weblog/topics/humor/orangutan-pee_collector_worst_job.html>

Story:

In the Gunung Palung National Park in Borneo, there lives an endangered species of Primate. Researchers are working tirelessly to monitor their health, and they require a constant stream of samples.

Samples of their urine.

These samples must be collected in a non-invasive method and must be unpolluted as possible.

It must be collected live, and studied as quickly as possible.

One man can do it, he is up to the task.

This is his story.

MONKEY PEE!

MONKEY POO!

Move around on the bottom of the screen. On the right side there is an empty bucket. On the left is the deposit point.

Each bucket can hold up to 5 samples.

Avoid the poop. Poop in the bucket wastes the whole collection.

Get Pee into the BUCKET. Do not let it hit you!

Monkeys dance in the branches above you. They should move around in a sine pattern to be a bit unpredictable, but not totally random.

When the Timer reaches zero or the player dies, Game over!

The Game over screen should show how many samples you collected.

I need a music loop. (Jungle beat maybe?)

I need a monkey screech sound that will play occasionally.

I need a good pickup sound for when the bucket collects pee

I need a bad pickup sound for when the bucket collects poop

I need an OOF sound for when pee/poop hits the player

I need a bucket pickup/put down sound

Stretch goals:

1. Player can hop, when the poop hits the ground, it splats and leaves a temporary patty, player must hop over these patties.
2. Local Multiplayer. Another player can use two keys on the same keyboard to move a separate researcher. These researchers can collide, and have to fight over buckets.
3. Occasional pocket watches and hearts float down. Collecting these restores time and health, allowing you to play longer.

Plan:

1. Setup UI first. Do this first so that you don’t have to move around the play space to not obscure it. UI needs:
   1. Samples collected
   2. Health Bar
   3. Number of samples in current bucket
   4. Timer
2. Add player and hook up controls.
3. Add the bucket pickup/drop mechanic
4. Add the monkeys (How many? Between 3 and 10?)
5. Add the Projectiles (make sure to clean up projectiles that have passed the player level)
6. Add sounds
7. Make main screen
8. Make End Screen