

A home alone / Christmas themed game in which the player will attempt to save Santa and collect presents

- 3 Levels

- Player can take 3 hits, then game over

- Each level has a main boss (The wet bandits from movie, then final boss Elvis)

~~- The first two~~

- Turn to a certain amount and then turn a different

- Presents, Cubes, Circle collision detection

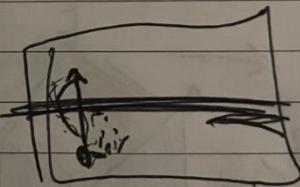
- Home alone, Kevin McCallister

- Title crawl

- game over, dead body

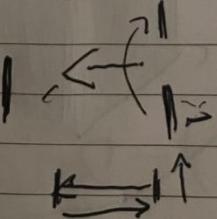
- Elvis - "T"

- If we have time Santa is decapitated.



- Scope

- Audio



## -Textures

- Kevin McAllister
- Elvis
- Boddy Mass
- Santa Claus
- Christmas tree
- Peanut and banana sandwich
- Fireplace

## Kevin (player)

Vector2 position

Vector2 size

Texture image?

int score!

draw player()



gravity

Velocity

int health / lives = 3;

Doubles input values ~~on ice~~,

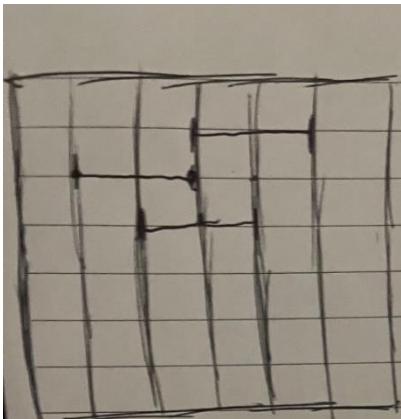
String direction:

## Enemy

- Damage int

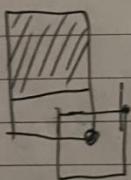
- speed

- has projectile

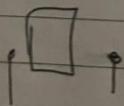
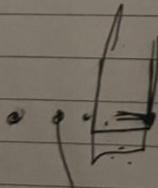


hole.feet.x + 100 > hole.x

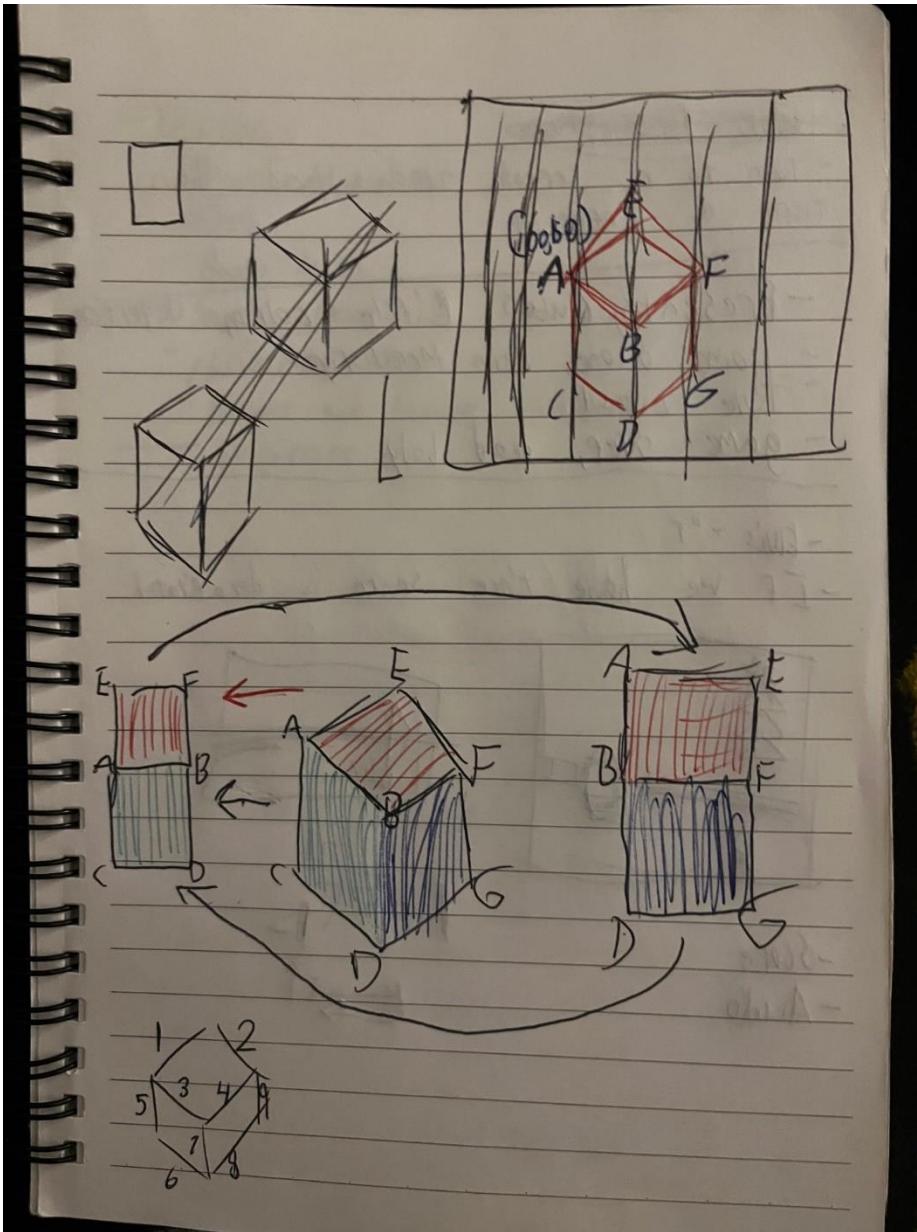
$$(hole.x + 100) > feet.x + 100 > hole.x \Rightarrow feet.x$$



$$(hole.y + 100) > feet.y + 40 + hole.y \Rightarrow feet.y$$



$$hole.x < feet.x$$



Home Alone 7

