

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 vet bandits from movie, then final boss Elvis)

- ~~The first turn~~

- Turn to a certain amount and then turn a different

- Presents, Cubes, Circle collision detection

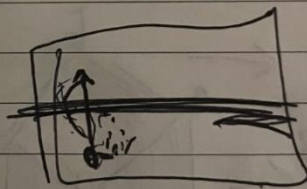
- Home Alone, Kevin McCallister

- Title crawl

- game over, dead body

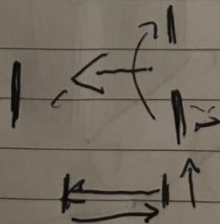
- Elvis - "T

- If we have time Santa is decapitated.



- Scope

- Audio



## - Textures

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

## Kevin (Player)

Vector2 position

Vector2 size

Texture image?

int score

## draw player()

~~draw~~

gravity

velocity

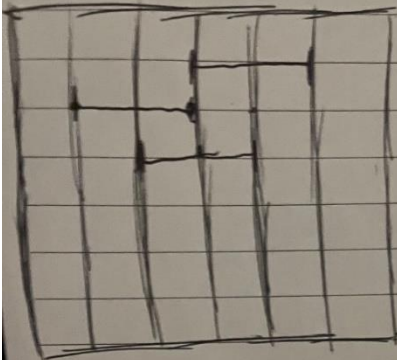
int health/lives = 3;

Doubles input values ~~on~~ ice,

string direction:

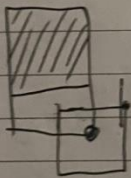
## Enemy

- Damage int
- speed
- has projectile

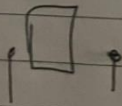
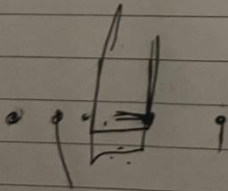


hole  $x$  feet  $x + 100 \rightarrow$  hole  $x$

$$(hole\ x + 100 > feet\ x + 100 > hole\ x) \rightarrow feet\ x$$



$$(hole + 100 > feet\ y + 40 + hole\ y) \rightarrow feet\ y$$



$$hole\ x < feet\ x$$

