Team Name: Team Frozen Banana

Game Synopsis
Name: Ice Cold

Story: You are a yeti. In the middle of the night a pack of hunters shave and steal your fur. You set out to retrieve it to stay warm.

Gameplay
Perspective: Top Down

Mechanic: You stealthily move through an area patrolled by hunters aiming to collect your fur back.

Game Flow: The player must collect his fur and get to the exit of the level. He does not have to kill all enemies in the way however it will make it easier to do so. Getting a over a certain amount of kills will result in a 'bad' ending. Getting little to no kills throughout the game will result in the 'good' ending. As the player enters the level a timer starts ticking down, when it reaches 0 you freeze to death. The player may choose to rush the level and risk being caught by a guard or sit by a bonfire to heat up, increasing the time the yeti can stay alive.

Controls:
WASD/Arrow Keys - movement
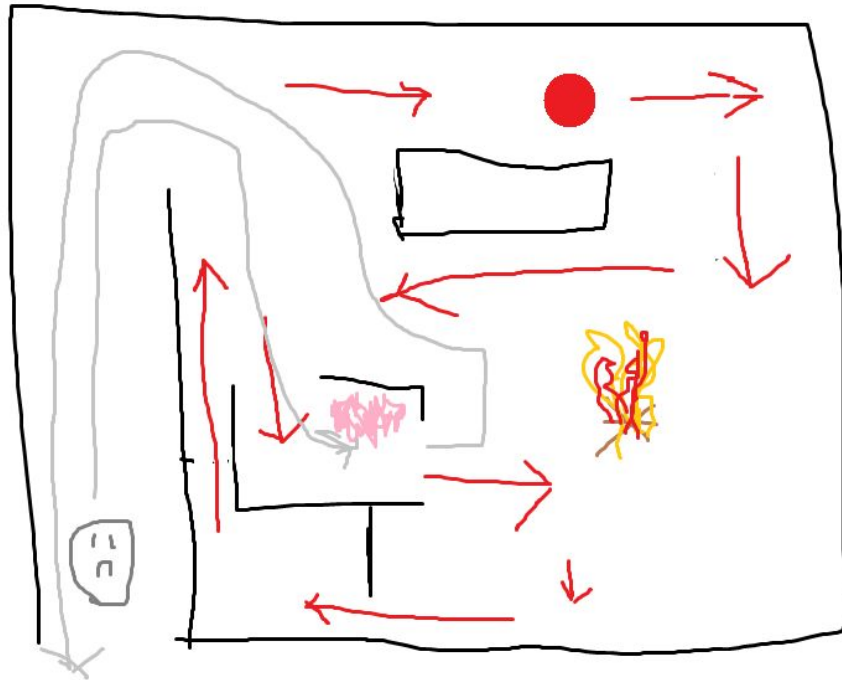
Space - Kill hunter

Level prototype
Grey - Yeti/Yeti Path [Player controlled]
Red - Enemy/Enemy Path [Set] - being seen will cause you to lose a life
Pink - Fur - Collect this and get to the exit
Fire - Bonfire - Stand next to this to warm up - increases how long you can stay in a level

Planning
Roles

Maroun: Player (Movement-Assassinations-Death-Freezing), enemy(Movement :On a Rail:-Vision Cone-Shooting-Dying)

Kye: Sound effects, splash screens, level.js, Bonfire (Warming up the player, AOE)

Post Mortem:

Original Features
- Player Movement
- Fur that needs to be collected for end of level
- Warmth timer
- Bonfire that increases warmth timer
- Enemy that kills player with vision cone
- Multiple levels
- Interactable menu

Features that were removed
- *Bonfire that increases warmth timer - consistency*
  We had issues with timers originally because Maroun was using html for timing which didn't match Navin's use of javascript. This caused problems with the warmth timer in general and consistent problems with how the bonfire interacted with the warmth led to us cutting this feature
- *Enemy - time constraints*
  The enemy had a set path of movement but time management lead us leaving it till late to finish off his collision. In the last hour or so of the project we were fixing other things and realised we had no time to make the enemy be able to collide and kill the enemy, forcing us to remove it, as it now served no purpose
- *Multiple levels - broken laptop screen/tiled issues*
  Kye was supposed to be creating multiple levels but was forced to recreate the first level multiple times as he had problems with the source of the sprites being used and the scaling of the map. His computer screen also broke, leaving him unable to work on creating levels outside of class.
- *Interactable menu - time constraints/priorities*
  Kye created multiple images for start, restart and credits buttons, however as we neared the deadline we established menu interactivity would not be necessary and would run us over the deadline. Instead we decided to implement a timer when the player either wins or loses, which waits a few seconds before resetting the level.

Trello