Snackademy backlog

In this game, you play as a student sitting in the Metaforum library. Your goal is to eat snacks or whisper to your friends without getting caught by the librarian. The game works a bit like "Red Light, Green Light":

When the librarian is looking away, you can act. When the librarian is watching, you must stay still or you get caught!

Topics

- Game Design / User Experience (UX)

We want to learn how to make the game fun, clear, and balanced for the player (for example, feedback, timing, and difficulty).

- Version control (git/hg),

We want to be better at collaborating and sharing our code.

1. High-Priority Features (Main Game Features)

#	What?	How to Demo	Notes	Learning Goal
1	**Player Movement**	Start the game → press arrow keys or wasd → the player moves around the screen.	The player stays inside the room and moves smoothly.	Learn how to handle keyboard input and movement using Java.
2	**Librarian Watching System**	The librarian turns around every few seconds → sometimes watching, sometimes not.	The librarian switches icon when watching.	Learn about timers and how to update icons with Swing.
3	**Caught by Librarian**	Move with snacks when the librarian is watching → a message appears ("You got caught!") → game resets.	Basic game-over condition.	Learn how to detect actions and show simple messages.
5	**Score Display**	Each successful snack delivered gives points → score is shown on screen.	Score label updates while playing.	Learn how to use Swing components (labels) and update them during the game.

Medium-Priority Features (Extra Polish)

#	Name	How to Demo	Notes	Learning Goal
7	**Main Menu and Instructions**	Start the program → menu shows buttons: "Play", "Help", and "Settings."	Simple navigation with buttons and panels.	Practice building GUIs with Swing layouts and buttons.
9	**Sound Effects**	When sneaking or getting caught → short sound plays.	Optional feature to make the game more fun.	Learn how to use simple Java sound libraries.
10	**Simple Animations**	The librarian and player move or turn smoothly.	Makes the game look more alive.	Learn how to repaint graphics and use images.

Low-Priority / Stretch Features (Optional)

#	Name	How to Demo	Notes	Learning Goal
12	**High Score List**	After finishing → see your best scores.	Save scores in a text file.	Learn basic file input/output in Java.