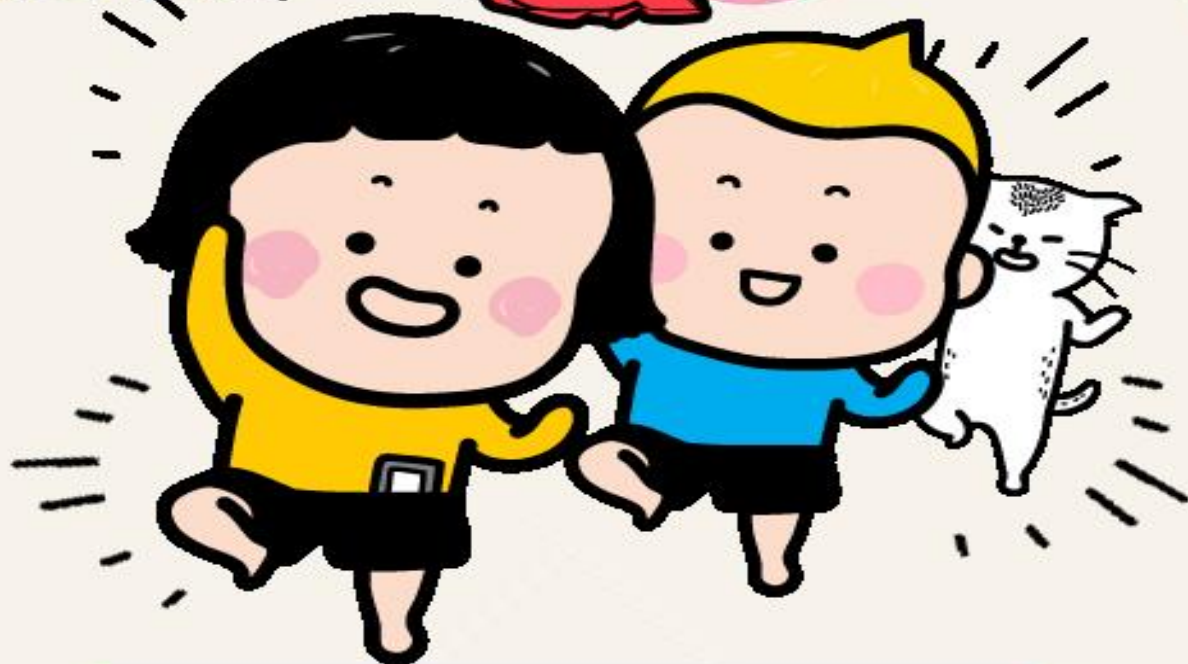


MIM&Yam



START / PRESS S

QUIT / PRESS Q

SOUND / PRESS V

Game Basics

- Our game Mim&Yam gameplay is a simple game.
- You've to help Mim to reach Yam with the lollypops.
- the adventure starts with Mim stands on start square and Yam on the other side.
- Your goal is to collect as much as you could from lollypops to get more score.
- Collecting lollypops isn't easy by the way as there're difficulties you would face.
- These difficulties 're represented by the balls that you have to avoid to touch.
- In level 1 you would see that the balls move on a straight way.
- In level 2 you would see that the balls move up and down at the same time.
- Finally, in level 3 you would see that the balls 're moving in a rotational way.

MIM&YAM

Game characters

Yam



Mim



MIM & Yam

Adventure
Starts

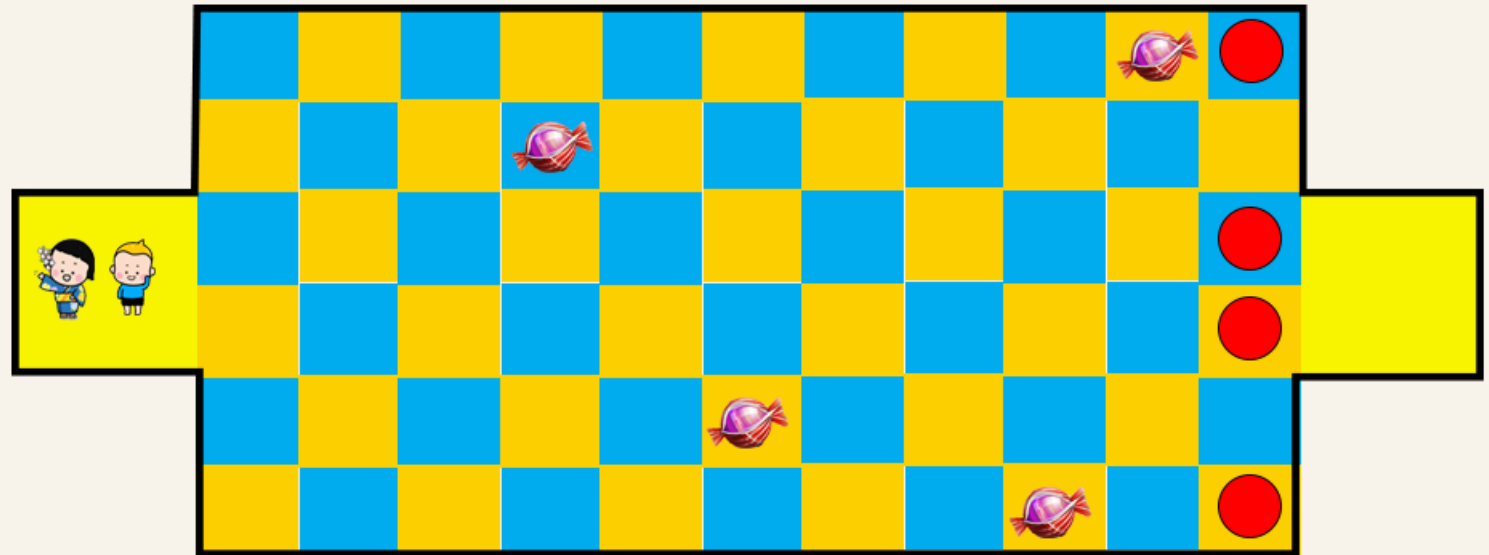


SCORE : 4

LEVEL 1



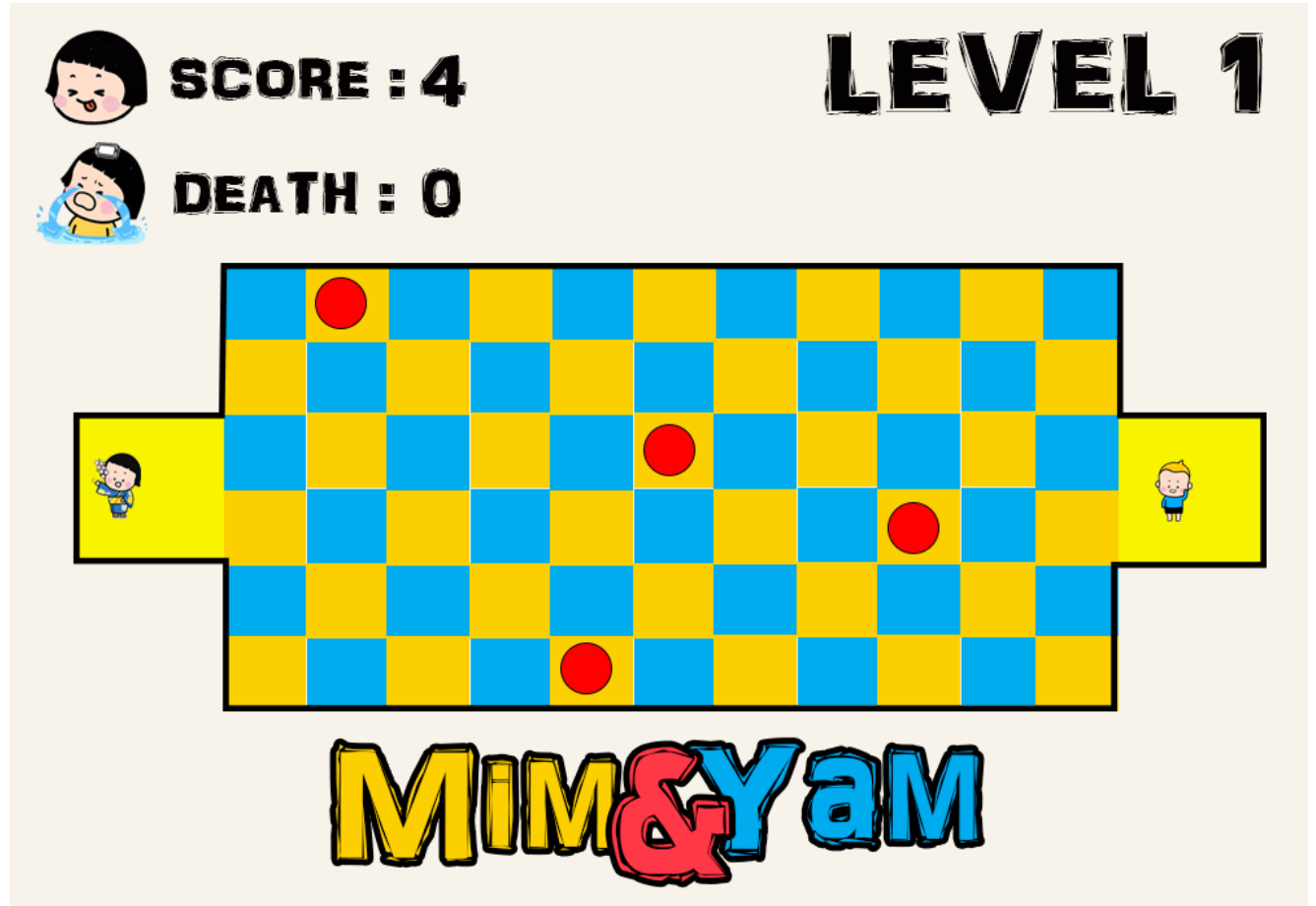
DEATH : 0



MIM&Yam

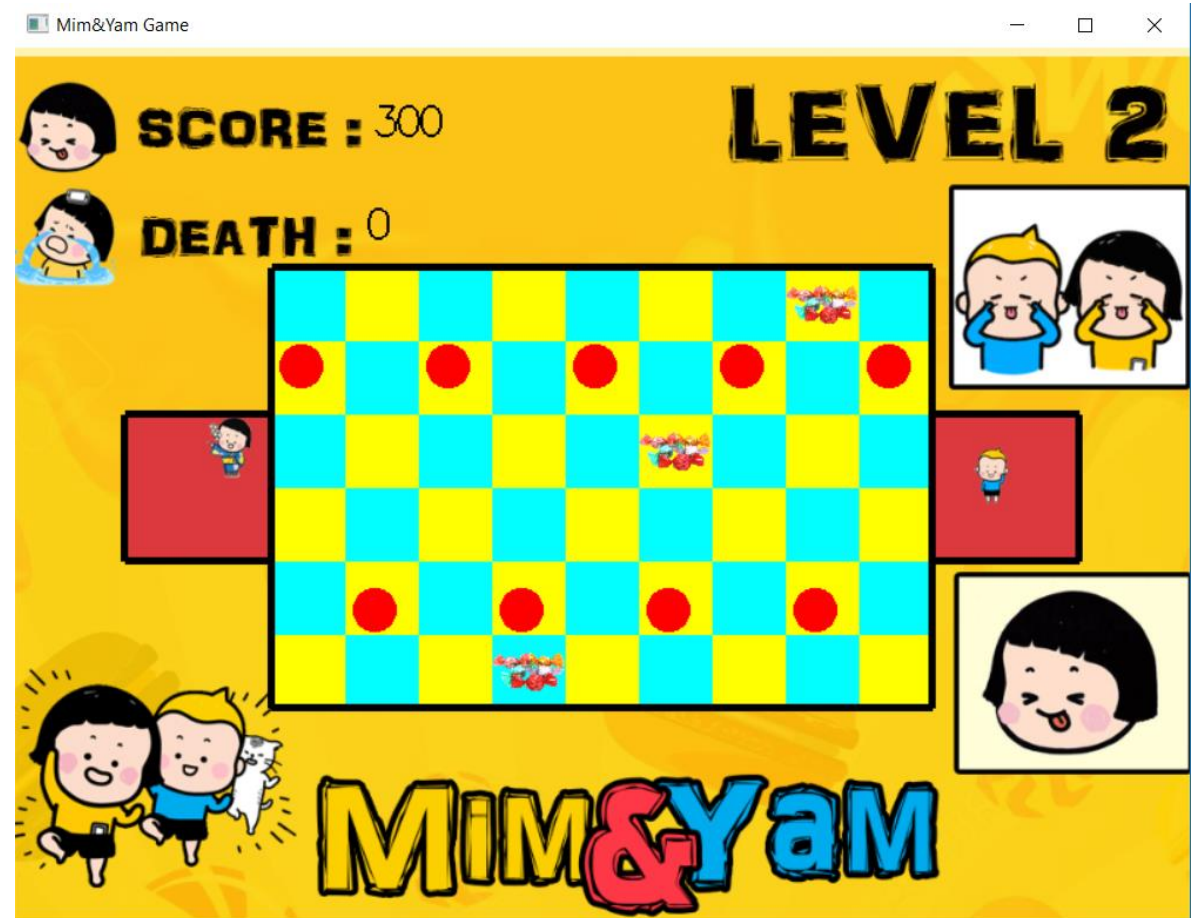
Level 1

- 1st level as we said before :
Consists of difficulty represented
in moving balls in a straight line
front and back
- To pass the level 1 :
You've to collect the whole lollypops
and move to the next side.



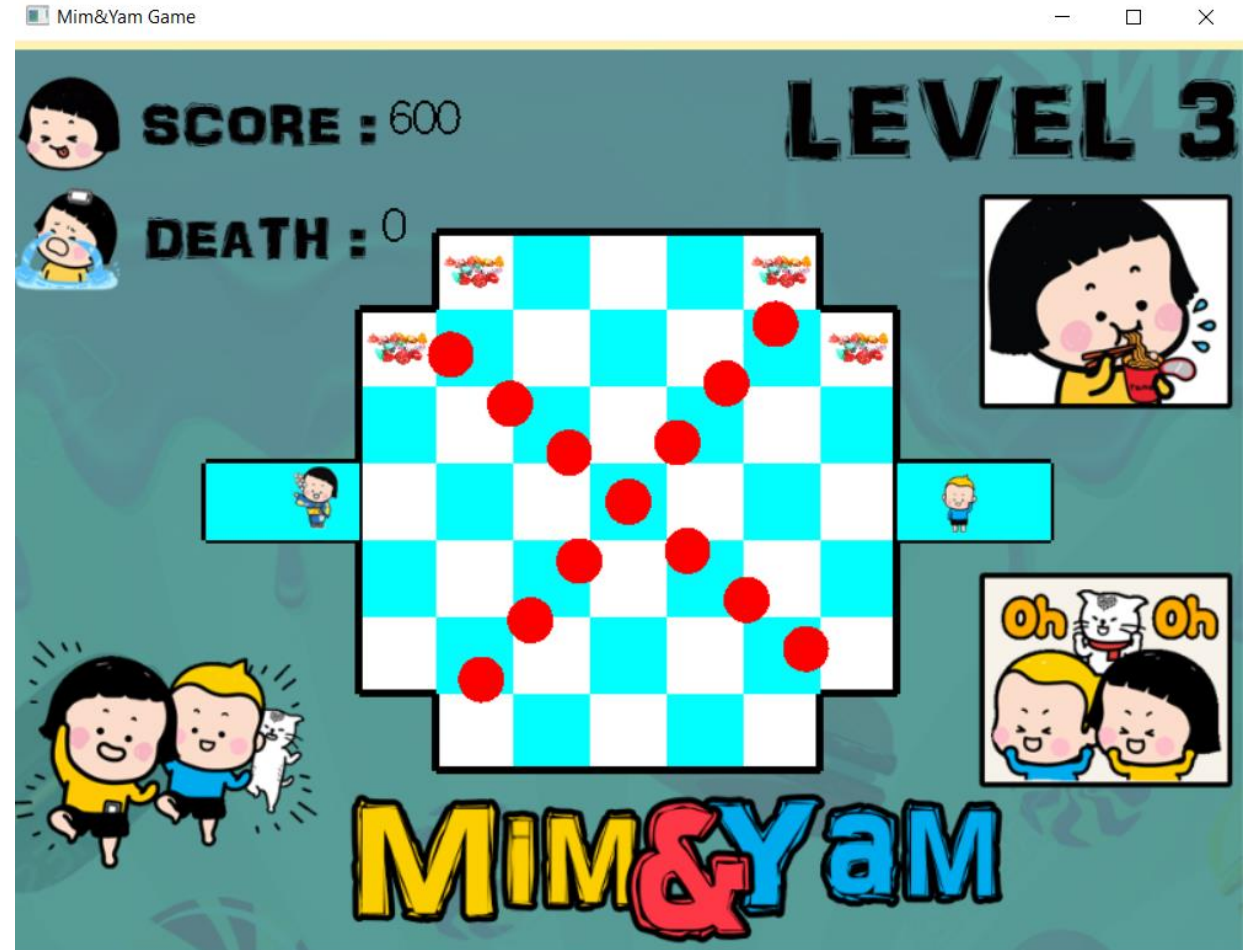
Level 2

- 2nd level as we said before :
Consists of difficulty represented in moving balls up and down in the same time.
- To pass the level 2 :
You've to collect the whole lollypops and move to the next side.



Level 3

- 3rd level as we said before :
Consists of difficulty represented
in moving balls in a rotational way.
- To pass the level 3 :
You've to collect the whole lollypops
and move to the next side.



Scratching

Game Design

Textures used Pygame

Drawing the
map

Collision
Detection

Keyboard
Controls

Difficulty of
Levels

Game Sound
Sounds used Pygame

MIM&Yam

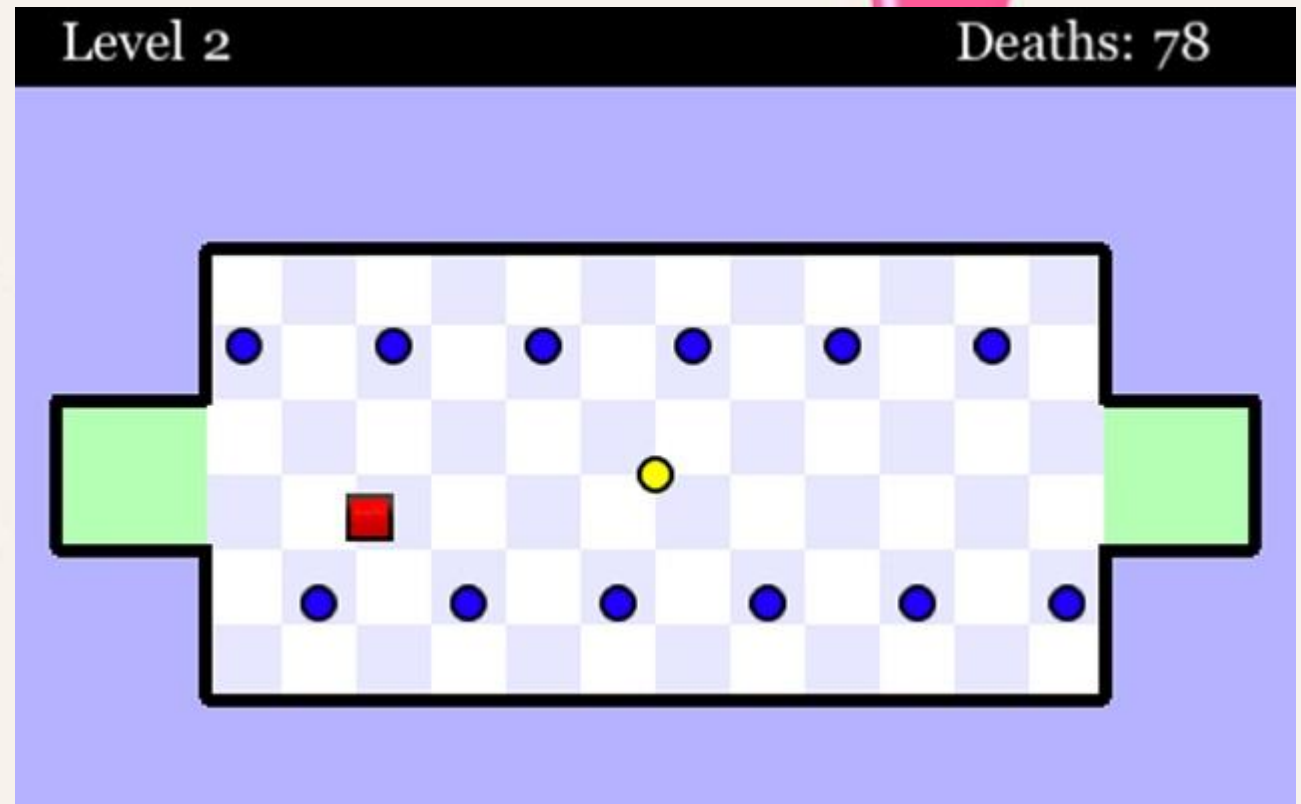
Collision Detection

- Detect the collision between the character and map border not to move outside the border.
- Detect the collision between the character and candies (Lollypops).
- Detect the collision between the moving balls and character in case if the character hits the balls dies.
- Detect the collision between the moving balls and map border to inverse their direction in some levels.

MIM&YAM

Game Idea

- The idea of the game is taken from “World’s Hardest Game”.



MIM&Yam

THE WORLD'S...

HARDEST GAME

VERSION 1.0

**PLAY
GAME**

**LEADER
BOARD**

**MORE
GAMES**

**SNUBBY
LAND**

MUSIC BY SNAYK, SOUND EFFECTS BY FLASHKIT.COM

PLAY MORE GAMES

00:00:00

SNUBBY LAND

Thank You !

I feel so good!!

MIM&Yam

