

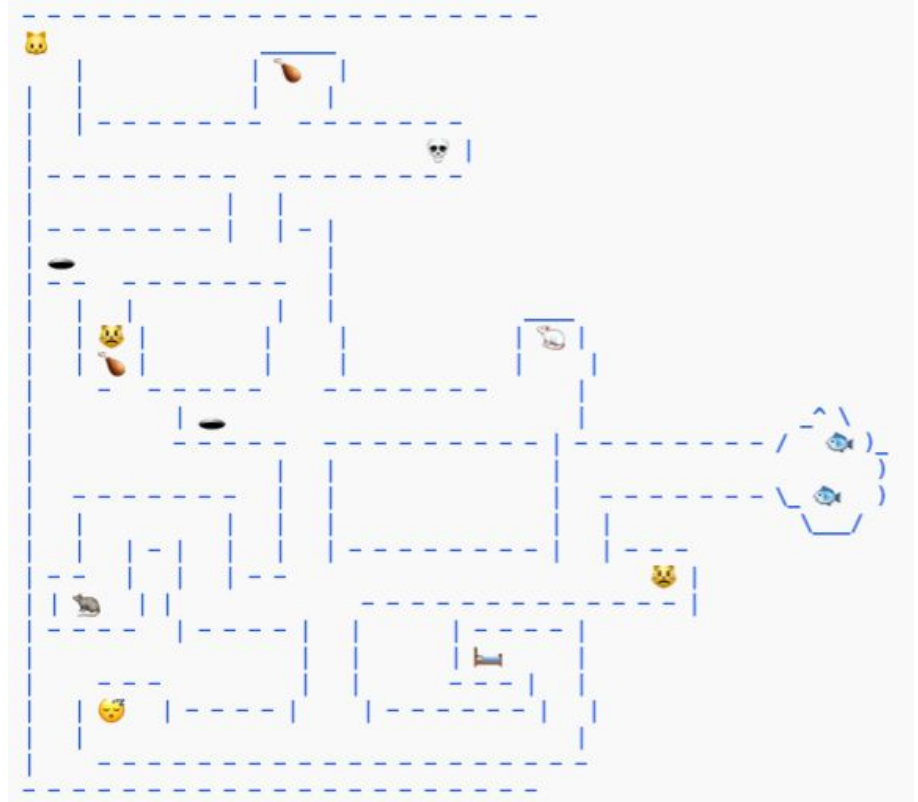
terminal_app



Midnight Snack - Meika Freckelton

My original app ideas

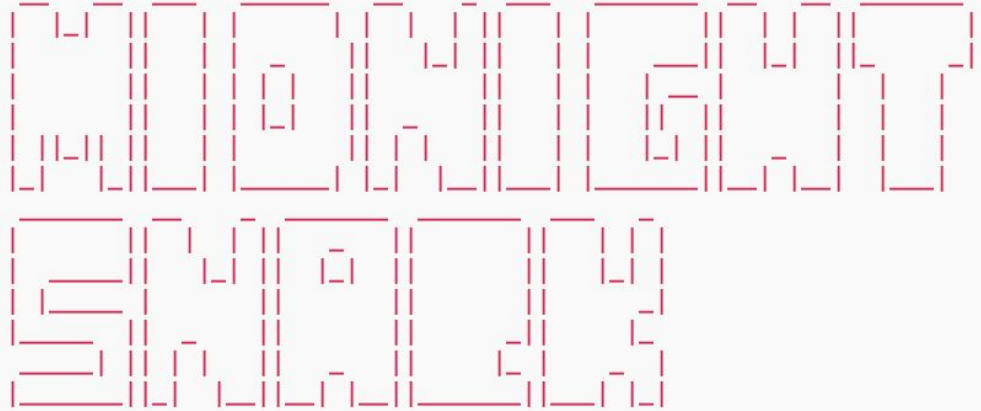
- A ruby wordsearch
- Interactive game, in which you have to help a cat to find a gift for their owner(eg. a dead mouse, lizard etc.).
- Interactive game in which you have to help a cat find midnight snacks.



My app

- An interactive game where you need to use the arrow keys help 'mr kitty' through a path to find different snacks for him to eat.
- The user needs to avoid the obstacles in their path and when they are finished guide mr kitty to go to sleep.

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Nice to have features/future enhancements

- Fullness metre: grows with food eaten, if food goes past full, mr kitty goes into a food coma.
- Happiness metre: happiness metre grows with food eaten and decreases when faced with obstacles.
- Timed levels/harder levels: add a timer and create multiple levels gradually getting more difficult.
- Holes/portals: have some holes be secret portals and some holes trigger game over.
- Background music and sound effects: to add extra intensity to hard levels.
- Have the food and obstacles pop up to the user as they are near them.