CRUSH EFFECT

GAME LOGO AND PLAY BUTTON FADES AWAY WHEN THE
PLAYER PRESSES PLAY. THE CHARACTER THEN FALLS
DOWN FROM THE SKY AND THE GAME STARTS. (REFER TO
MOCK TO SEE LAYOUTS)

MAP LAYOUT

LAYERS IN ORDER:
(1) GROUND
(2) FOG
(3) CLOUDS
(4) BIG CLIFFS
(5) SMALL CLIFFS
(6) BACKGROUND

CLOUDS SCROLL ACROSS SCREEN.

GAME OBJECTIVE

PLAYERS WILL DODGE ROCKS FALLING FROM THE SKY. EACH SECOND THAT THE PLAYER REMAINDS ALIVE, THE PLAYER WILL GAIN +1 POINT.

1 SHEEP WILL SPAWN RANDOMLY IN THE MAP EVERY 1 MINUTE
(ONLY 1 SHEEP CAN SPAWN IN THE MAP)
SHEEPS DO NOT MOVE

SHEEPS CAN DIE BY THE ROCKS FALLING FROM THE SKY AS WELL, ONCE IT DIES, THE TIMER WILL START AND IT WILL RESPAWN 1 MINUTE FROM THE TIME IT DIED.

THE PLAYER CAN PICK UP THE SHEEP TO EARN +2 POINTS PER SECOND, BUT THE PLAYER WILL MOVE 1.5 TIMES SLOWER AND WILL NOT BE ABLE TO JUMP OR ROLL.

THE PLAYER CAN CHOOSE TO THROW THE SHEEP IF THE PLAYER FEELS THEY ARE IN DANGER OF DYING, BUT THE SHEEP DIE IF THEY THROW IT.