

<https://github.com/PeterLowe/concept25-Kirsten-White>

Jungle run:

Running through the jungle is one of your many favorite activities but this is completely different. After just escaping a cage on the back of a truck you must escape your captors on a crazy chase through the jungle, avoiding fallen trees, hanging branches and other obstacles as they try to catch you. All the noise that you are making seems to attract others but are they friendly or hostile?

Player- Tiger

Obstacles- Hanging trees, Fallen Trees, Rocks

Power ups (Collect animals to help you)- invincibility, destroys obstacles, stops gun shots

Score- How long player can survive

Jumping- (Space)- Jumps over obstacles

Ducking- (B)- Ducks under obstacles

Roaring- (R)- Activates power-up

Jumping/ducking- 90%

Power-up usage- 10%

People will learn:

Sprites (Tiger, obstacles, power-ups)- Animation, movement, collision

Obstacles- Random generation off screen, clone, move clone at player sprite

Tiger- Jumping, movement, ducking, power-up effects

Power-ups- Spawning randomness, collection, usage

Score- Display score, increase score