

A Rock Pouter pigeon is shown in flight, its wings spread wide, revealing the intricate structure of its feathers. The bird has a dark, iridescent head and neck with a prominent, inflated crop. Its body is primarily grey, with a lighter, almost white, underbelly. The wings are a mix of grey and white, with the primary feathers showing a distinct pattern. The tail is also grey, with a lighter underside. The bird is flying against a clear, light blue sky, which provides a soft, natural background for the image. The overall composition is centered, with the bird's wings filling most of the frame.

Grandma and the Pigeons Concept

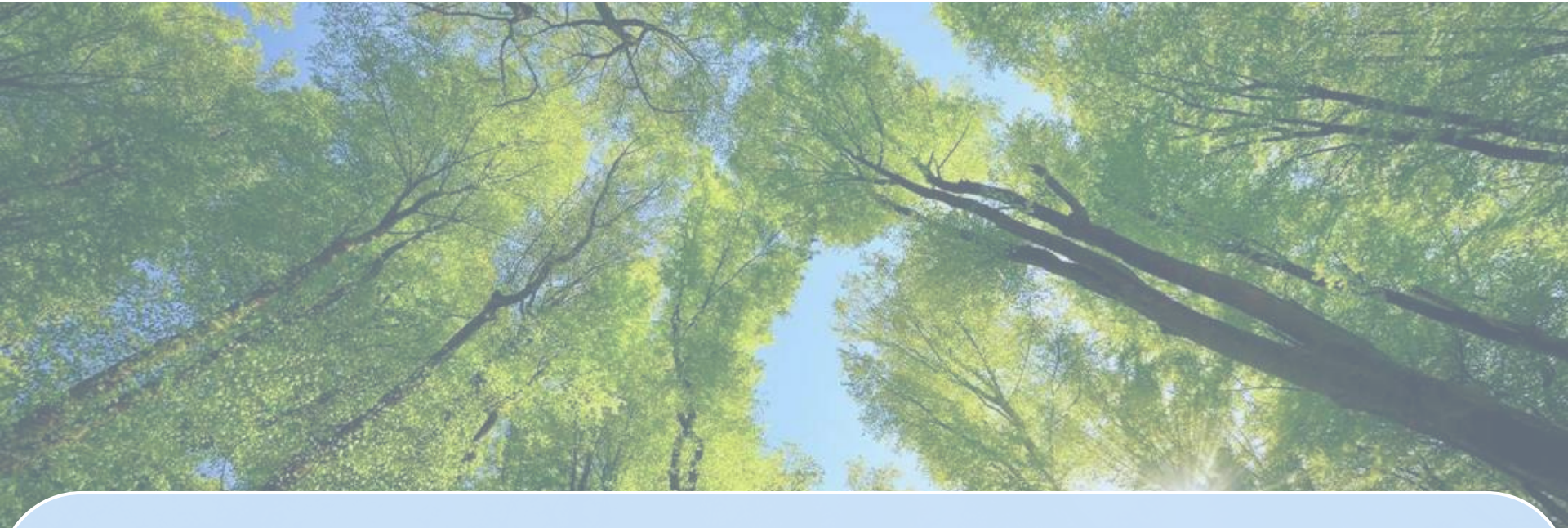
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Grandma is walking around the park, throwing and feeding pigeons, with each step new pigeons appear, who are in a hurry to get their portion. But the cats see them and start approaching, Grandma quickly starts waving her bag, driving them away. She returns to the feeder to replenish supplies and distribute food again. Each time she manages to feed more pigeons, she gets points, with which she can make improvements.

30 Seconds of Fun



Background



The game takes place in a cozy park, where grandma spends her day taking care of pigeons. But she must be careful, there are cats who like to walk in the park, they begin to threaten the peace, trying to eat the food or attack the pigeons. The player, controlling the grandma, must help her feed more pigeons by driving away cats and replenishing the food supply in the feeder.

Features

- Scattering food
- Scaring away cats
- Upgrade system
- Dynamic gameplay

PILLARS

- Scattering food (40%)

The player scatters food to the pigeons, controlling the grandma

- Scaring away cats (30%)

The grandma must use her bag to scare away cats that approach the pigeons.

- Upgrade system (20%)

The player can improve the speed of food replenishment and the speed of the grandma, increasing her capabilities.

- Feeder

- Management (10%)

The player must monitor the feeder level and refill it in time to continue feeding the pigeons

Skills Students will use:

Classes

[Pigeons, cats, feeder, grandma,...]

Animations and state animations

Arrays

[For managing food, cats, pigeons,...]

Graphics

[Drawing sprites, animations for actions,...]

Documentation

[Concept, comments,...]

Collaboration and communication

Software

[VS2022, Photoshop,...]



INTERESTING TO WORK ON

The process of creating a game about a grandma feeding pigeons would be an interesting experience.

Feeding pigeons and scaring away cats will provide exciting gameplay.

The ability to improve the speed of the grandma will make the game interesting for players.

Also, the use of different animations and sound effects will create a unique atmosphere



ELEMENTS

Create Visual Assets (0-15)

- Draw grandma, pigeons, cats, food and bag(10)
- Draw Background: Park, Benches, Trees, Feeder (5)

Create Audio Assets (0-5)

- Record or find sounds: pigeons, cats, throwing grain, hitting bag (5)

Menu (0-10)

- Main Menu with upgrade Selection and game process (10)

HUD (0-10)

- Food indicator, score, timer (5)
- Upgrade level indicator (speed or feeder upgrade) (5)



ELEMENTS

Basic Gameplay (30)

- spreading food; scaring cats away by waving a bag; food refill system

Graphics (20)

- sprites of grandma, pigeons, cats, surrounding objects and of the menu

Advanced gameplay (20)

- AI behaviour of cats; system of improvements for speeds

Advanced graphics (10)

- animation of the movement of pigeons, cats and a bag

Video (5)

Project management (5)

