# Java Team Project

Team name: “Orus”

Team members:

* Hristo Petrov – game logic;
* Ivan Yonkov – game logic;
* Petko Pasev – game design & artwork.

Project name: “Pesho, The Hungry Sumist”.

Our project is a game about Pesho the sumist, who is always hungry and we need to help him. The player is in the role of Pesho and needs to collect food that is falling from the sky. The tricky part is that the more Pesho eats, he gets bigger and eventually he can die of overeating. To counter this, the food is divided by two categories – fruits and calorie foods. Calorie foods raise Pesho’s fat level and make him fatter and fatter until the fateful moment. The fruit foods are the opposite – when Pesho consumes fruits his fat level drops and he stays in shape, making him able to continue to consume more food if he keeps proper diet from time to time of course.

We wrote the game on Java, using Java’s Swing library for the GUI.