

A Raccoon's Life

Embark on a journey through the sprawling campus of Simon Fraser University in this 2D arcade adventure game. As a brave SFU raccoon named Rusty, your mission is to travel from one end of the campus to the other while dodging nefarious enemies and navigating challenging mazes. Use wit and strategy to outmaneuver enemies, utilizing the environment to your advantage.

Gameplay: A single player controls our hero, Rusty the Raccoon, as he traverses through various campus locations, each presenting unique challenges and hazards. Gameplay is consistent with requirements laid out in the project description. The main character must get from the starting location on the map to the ending location. Along the way you must eat donuts scattered across the map that will increase your overall health. Beware of punishments scattered across the map that will decrease your food level and moving enemies that will end your journey if they catch you.

Main Character: Our protagonist is Rusty the Raccoon, a resourceful SFU raccoon wearing the red and white colors of the university. Rusty must traverse the SFU campus searching for the Dining Hall, a glorious land of snacks every racoon hopes to discover.

Move Set:

- Move 1 tile every 'tick' of the game's clock.
- Pose for Instagram: Make everyone around you stop to take a picture of you, giving you time to precisely plan your next move.

Enemies

1. Rival Raccoons: Your fellow racoons may appear friendly, but beware! Armed with trash and sharp claws, these scavengers may make you their next meal.
2. The Caffeine Fiend: A hyperactive student fueled by endless cups of coffee, charging at the player with jittery speed.
3. The Lecture Lurker: A shrouded figure lurking in the shadows, wielding textbooks and spewing academic jargon to create a confusing haze that cloaks this enemy until it gets close!

Awards/Punishment:

1. Regular Reward: Timbits are scattered across the map. To win the game, Rusty must collect all the donuts.
2. Bonus Reward: Players must keep an eye out for an elusive Uncle Fatih's medium pizza abandoned in a hidden location in each level. Collecting all 3 pizzas allows you fill your health bar to 200%!
3. Leftovers: Week-old leftovers may appear appetizing to a racoon, but your health will drop if they are eaten, and your movement speed will be decreased as a result of food poisoning.

Map Design: The campus is divided into multiple zones, each with its own distinct theme and challenges:

1. Academic Quadrangle: Navigate through prison-like architecture, strange art, and ponds full of koi fish while dodging rival racoons and caffeine fiends.
2. Library Labyrinth: Thread carefully through towering bookshelves and evade sneaky raccoons and lecture lurkers.
3. Dining Hall: The final stage of Rusty's adventure, this location is full of all types of enemies, including The Chef, a fearsome Boss character who will gladly turn you into a stew!