The intent of our game was to create a children's game where the main character, a bear named Barry, collects falling pancakes and avoids the birds that come from the sky. Narratively, Barry’s mom has made a picnic for them, but tripped and fell while carrying the basket. It is up to Barry to catch the falling pancakes and stop the birds from stealing his lunch. Mechanically, Barry follows the cursor across the screen, stacking the falling pancakes on the plate he is carrying. Pancakes can either stick onto the plate or onto each other but stick to no other surfaces. Birds do not stick to any surface and despawn when they impact the floor but can stop a pancake from being caught if the pancake hits the bird. Aesthetically, we wanted to capture a children’s book design, with the foreground being heavily saturated and the background being much more pastel. Three factors we included allow for better accessibility: the strong difference in the design of the birds and the pancakes, the directions of the curves of both prefabs, and each making a different sound upon spawn.

One of the joys we experienced was the creation of our own visual assets for the game. Since we had full creative control over the visuals, it allowed us to better set the tone that we were hoping for. (Fill in like another joy). On the other hand, one of our struggles was finding the best sizes for each of the prefab objects. Making the bird too small means that it is no longer a challenge but making the pancake too small makes an even harder challenge. (Another struggle here too).

Spencer created all of the sprites and backgrounds for the game, and Dmitry handled a lot of the coding. The sounds, however, we found on freesounds.com. The “caw” sound of the bird spawning we found at <https://freesound.org/people/vixuxx/sounds/9874/> , whereas the falling sound of the pancake spawn we found at <https://freesound.org/people/plasterbrain/sounds/395443/> .