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CSC 378-03

Lab 3 Report

The basic requirement is that you create  a create a character driven 2D game that entertains me for 5-10 minutes.

Specific requirements:

1. You must use Greenfoot or Phaser.
2. There must be a story that you convey to the player.
   1. Story is you are a trash can who goes out to try and find food for children, but then gets kidnapped by garbage truck and taken to dump. Then trash can must find way back to children while still collecting trash and avoiding rats
3. You must use 2D animation, collision detection, sound, title screen, credits screen.
   1. Need credits screen
4. Game must convey your character’s  personality or backstory via one or more of:
   1. animation and idle animation
   2. vocal or text-based communication
   3. sound FX, music
   4. narration
5. Everybody in the group has to work on some aspect of the main character, no matter how else you divide up the work. Decide on the character first, then the game.

In report need:

* describe your character (~1 page). One illustration of the character should be part of the report
* how you met the objectives of this assignment
* how you divided the work
* what user feedback did you receive and what did you change based on user feedback