VGPROTO PROJECT:

Chicken Coop Troop

# Concept:

The user uses her mouse to lead the chicken, by clicking and holding the mouse. The goal being to stop the worms from getting to the eggs in the nest, center of the screen.

# Theme:

The theme is based on WW2, where the chickens are allies and the worms are axis. SFX are also inspired by sounds of that era. Chicken, and there for the players motivations are that of stopping the worms from getting the eggs. The worm’s motivations are that of stopping the chickens from getting more troops so they are attacking their nest.

# Controls:

The main controls for the chicken I the left mouse button, the chicken will move toward the mouse at a set speed only when the mouse button is pressed. Hitting space will activate a speed boost when available as shown by the graphic in the bottom left. As the worms approach the player leads the chicken to collide with the worms to kill them.