COMP 3609
Assignment 1

Game Concept

Catchy is a side-scrolling catch game inspired by classic arcade games where the player must collect items while avoiding hazards. The player controls a monkey hanging from a vine on the left side of the screen. Bananas and bats fly in from the right side with unpredictable zigzag movement patterns. The objective is to catch as many bananas as possible before your health runs out.

How to Play

Use W / Up Arrow to move up and S / Down Arrow to move down. The monkey slides along the vine to intercept incoming items. Catching a banana earns 1 point. Getting hit by a bat reduces health by 5. The game ends when health reaches zero. Your final score is displayed on the game over screen.

Resources

All links to downloaded resources used in Catchy

- **Background Music**

  pixabay.com/sound-effects/musical-jungle-6432

- **Banana Collect SFX 1**

  pixabay.com/sound-effects/film-special-effects-crunch-80936

- **Banana Collect SFX 2**

  pixabay.com/sound-effects/film-special-effects-crunchy-bite-2-340948

- **Game Start SFX**

  pixabay.com/sound-effects/game-start-6104

- **Game Over SFX**

  pixabay.com/sound-effects/game-over-arcade-6435

- **Bat Hit SFX 1**

  youtube.com/watch?v=_XQZbzBLqBY

- **Bat Hit SFX 2**

  youtu.be/AgEgozw8giE

- **Bat Sprite**

  pin.it/4vk0EhmY6

- **Background Image**

  artstation.com/artwork/Vywl18

- **Banana Sprite**

  opengameart.org/content/banana