

GO FLYES

CLASSES

- + Creature
 - Is inherited by Player, Prey, and Predator
- + Player
- + Prey
- + Predator

GAME LOOP

- + Get Input
- + Update movements
- + Check collisions
 - Collision -> Upgrade/Death
- + Update statistics

CREATURE

- Move
- Location
- Sprite
- Point value
- Speed
- Sound
- Abilities

PLAYER

- Targets
- Time remaining
- Score

INFO

- Score
- Lifecycle state
- Idea

PREY

- Auto-move
- Run range
- Flee

PREDATOR

- Auto-move
- Kill range
- Chase

INITIALIZE

- Create background
- Create creatures
- Set timer

INPUT

- Player movement
- + WASD
-

UPDATE

- Lower timer
- Update creatures
- Difficulty adjuster

COLLISIONS

- Upgrade player
- Kill player
- Set timer (upgrade)

OUTPUT

- Draw
- + Score
- + Creatures

OTHER

- Background change
- Update lifecycle
- Power ups

When you win, you start as a fly again, but it gets harder

When you upgrade, you kill your predator

Choose upgrades (timed)