**EECE 435L**

**Game 2 Proposal: Runaway Patrick**

**Description:** Late for his dietician appointment, Patrick has to run downtown as fast as he can. He also forgot to have lunch, so he must pick up healthy meals that an overloaded grocery truck drops on the road, and avoid eating junk food to skip a lecture from the dietician.

**Detailed description and Rules:**

• A grocery truck drops meals on the road at random positions and time intervals.

• Patrick gains fitness when he eats healthy meals and loses fitness when he eats junk food.

• Patrick's running speed increases with his fitness.

• Patrick must get to the clinic before 2:00 pm in order to win the game. Score is computed from the minutes he got there early, and how many healthy/unhealthy meals he ate. If time is up and he's still running, the game is lost.

• Patrick's fitness is a bar indicator on the top right corner of the screen. Fitness decreases with time simulating tiredness (making Patrick slow down), and takes a certain time delay to increase or decrease after a meal is consumed.

• Time is indicated by a clock on the top of the window.

• There are three difficulty levels:

- **Level 1:** there are two categories of meals: healthy and junk food. Meals don't affect Patrick's course.

- **Level 2:** there are two categories of meals: healthy and junk food. Patrick gets slightly drawn to junk food and repelled from healthy food as he runs, making it difficult to control his course.

- **Level 3:** there are two categories of items: healthy and unhealthy, but many items: cigarettes, alcohol, sweets, in addition to food. Items attract or repel Patrick to different degrees based on their category and type.