

Bad Ice Cream

Obstacle Dodging Game

Game Architecture:

1. Map System
2. Character Control (Keyboard movement, ice block generation/destruction)
3. generation/destruction)
4. Fruit Generation and Collection
5. Monster AI (Random movement or tracking)

Game End Conditions (Victory/Defeat)

1. Map System

The most basic elements include ice blocks (breakable) and walls. As the difficulty of the levels increases, additional elements can be introduced:

Speed-up tiles: Increase the character's movement speed.

Campfires: Affect the player's character differently, such as causing damage or requiring avoidance

2. Character Movement

Players can control their character using the keyboard (WASD/arrow keys) to move on a grid-based map.

Characters cannot pass through obstacles like ice blocks or walls.



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The game involves controlling a character to collect fruits while avoiding enemies, and utilizing ice blocks to build or destroy paths. 3.

3.Fruit Generation and Collection

Fruits are randomly generated on the map.

Players collect fruits by touching them, which increases their score.

4. Monster AI

Monsters randomly move on the map or track the player.

If a player is touched by a monster, the game ends in failure.

5. Victory/Defeat

Victory: Collect all the fruits on the map.

Defeat: Get touched by a monster.

Special Features:

Players can press the spacebar to generate or destroy ice blocks.

The game supports two-player and three-player modes.

Fruits have different effects, and different monsters possess unique abilities.。



Other Obstacle Dodging Games

Examples: Temple Run, or Nyan Cat

Compared to Bad Ice Cream, the initial state of the character is different: The character **automatically moves forward**. While moving, players must control the character to jump or dodge obstacles.

Increasing Difficulty: The speed increases over time, raising the level of challenge.

Points of Attraction:

These games demand immediate focus as soon as you start.

In Temple Run, the terrain of the map imposes restrictions.

In Nyan Cat, the character just flies straight ahead.

However, personally, I don't like this type of endless running where it never seems to end.



Stardew Valley

Simplified version with basic elements such as farming, exploration, and dialogue.

1.1 Farming System

Players can till the soil, plant crops, and water them. Crops mature after a fixed amount of time and can be harvested.

1.2 Mining and Resource Gathering

Players can enter mines to collect ores or fight monsters to obtain resources.

1.3 NPC Interaction

Players can talk to NPCs to trigger quests or increase friendship levels.

1.4 Shop and Economy System

Players can buy seeds or tools from shops and sell crops to earn gold.

1.5 Time and Season System

In-game time flows at a fixed rate, and crops are updated daily.

