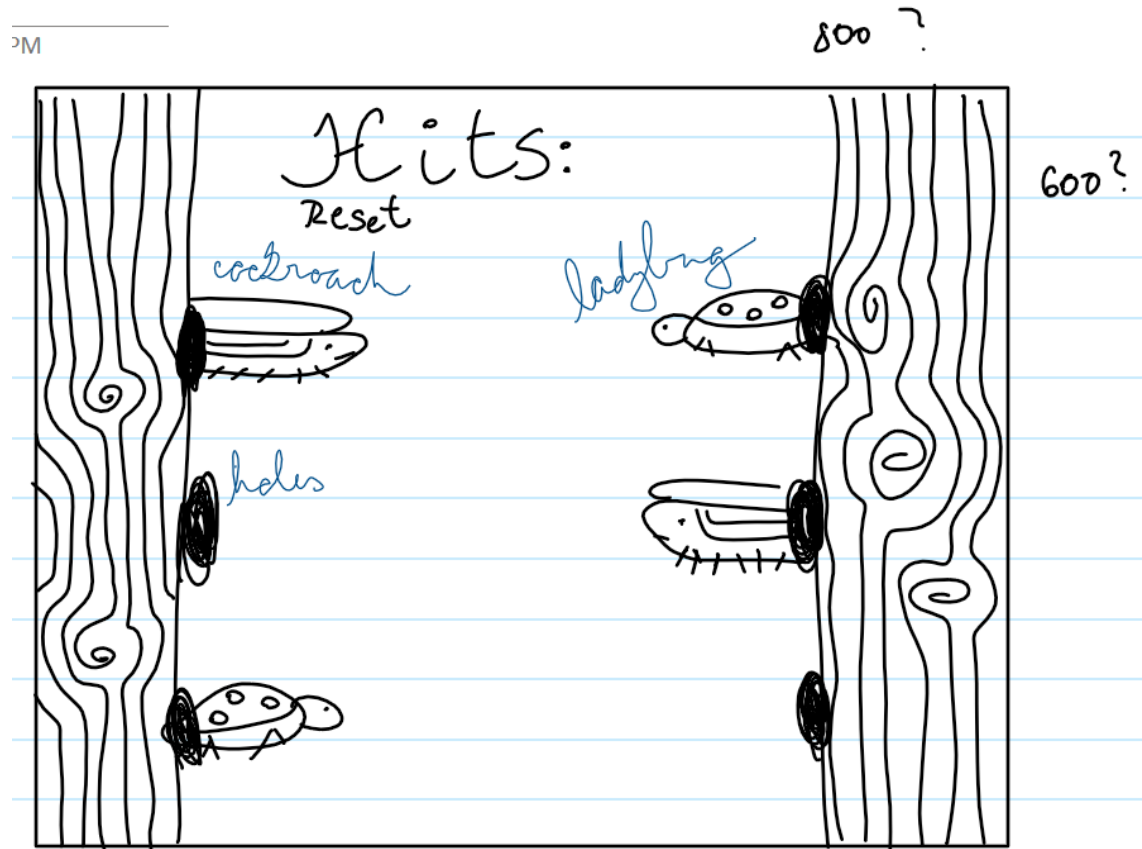


# Whack-a-cockroach

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Cockroaches and ladybugs will randomly pop up from one of the 6 holes. In a tree trunk You are trying to click on the cockroaches with left mouse button and kill them. The speed increases with the amount of successful hits which would be displayed on a screen. There will be option to reset the speed and hits and go from a start.



Interaction: left mouse click

Cockroach- to be smashed (2?)

Ladybug- not to be smashed (2?)

Hit counter- counts successful cockroach hits and displays them

Reset button- sets speed and counts back to start, clickable with left mouse button

Canvas size- TBD but maybe 800x600?

Player shouldn't be able to hit the same cockroach at the same position multiple times until the bugs change positions.

#### Choosing the hole

- Side-> y-coordinate – random number between 1 and 2
- Hole-> x-coordinate – random number between 1 and 3
- The bugs would change location, there would be error check to prevent 2 bugs to be in a same hole
- Bool variable to make sure the hole is empty, if not choose another one
- I don't mind same bug going from a same hole multiple times in a row but if it's a problem I could do error check for that

#### Arriving and departure

- According to the side load right texture
- if left move left to right, if right move right to left
- First draw background, then bugs and then tree trunk
- They will leave the same way but opposite side
- Question: it looks like I don't need animation for their movement, should I animate them when they are hit lets say?

#### Timing

- Lets say at start the bug would stay there for 5 secs, update is 60 times per second so 5x60 and if counter is equal or more than that number the bugs would change position, the counter would increment every update until they change position
- To change the speed with every hit, there would be decrement that would be subtracted from the number of seconds, the decrement would increase with each successful hit
- The reset option sets decrement back to 0