

DOCUMENTATION

Worse Ice Cream

Advanced Topic 1 – TIMER (Importance: High)

Aim to learn how to link the timer to movement and other actions of the objects (player/monsters/blocks/coins).

Advanced Topic 2 – GIT (Importance: Low)

Aim to learn working with basic and more advanced Git actions.

For example: copy a repo from GitHub; check file status; stage all changes; save with message; upload changes; download updates; create/switch branch; merge into main; track contributions with commit history.

Name: INITIALIZE GAME (Importance: High)

How to demo:

- Renders the map.
- Initializes the block/coin/player/monster positions.
- Initializes the timer.

Name: PLAYER (Importance: High)

How to demo:

- Can move up/down/left/right.
- Can create or destroy rows/columns of blocks.
- Can collect coins.
- Dies if a monster is in the same position.

Notes:

Potentially introduce a health system, rather than die on collision with a monster.

Name: MONSTERS (Importance: Medium)

How to demo:

- Can move up/down/left/right.
- Cannot collect coins.
- Cannot pass through blocks.
- moves in a preordained pattern.

Notes:

Potentially introduce monster that moves in the direction of the player.

Name: TIMER (Importance: Medium)

How to demo:

- Counts down from 2 minutes.
- If it reaches 0, the player loses.
- Stops if the game is paused.
- Stops if the player gets enough coins.
- Stops if the player is hit by a monster.

Notes:

Topic of choice: explore different time manipulation features.

Name: BLOCKS (Importance: Medium)

How to demo:

- Entities cannot occupy the same place as blocks.
- Can be created/destroyed by the player.
- Usually surround the coins.

Name: COINS (Importance: Low)

How to demo:

- Points that can be collected by the player; cannot be collected by monsters.
- If enough are collected, the player wins.

Name: START MENU (Importance: Low)

How to demo:

- Shown when the game is initialized.
- Shows game instructions and keyboard input.
- Has a button used to start the game.

Notes:

Game instructions:

- The player wins if they get enough points.
- The player loses if a monster catches them.
- The player loses if time runs out before getting enough points.

Keyboard input:

- UP, DOWN, LEFT, RIGHT arrows for movement.
- SPACE + UP/DOWN/LEFT/RIGHT for creating or destroying rows/columns of blocks.

Name: PAUSE MENU (Importance: Low)

How to demo:

- Shown when ESC or a button on the top right is clicked.
- Shows game instructions and keyboard input.
- Has a button to resume the game.
- Has a button to restart the game.

Notes:

Game instructions:

- The player wins if they get enough points.
- The player loses if a monster catches them.
- The player loses if time runs out before getting enough points.

Keyboard input:

- UP, DOWN, LEFT, RIGHT arrows for movement.
- SPACE + UP/DOWN/LEFT/RIGHT for creating or destroying rows/columns of blocks.