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 ice blocks

- can collect coins

- dies if a monster is in the same position

Name: MONSTERS (Importance: Medium)

How to demo:

      - can move up/down or left/right

       - cannot collect coins

       - cannot pass through blocks

      - moves in a preordained pattern

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: exploring 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

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

      - when the player is on the same block as the coin, they collect it (the coin

disappears and the coin counter goes up by one)

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 and a button to exit 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 is clicked

- (shows game instructions and keyboard input)

- has a button to resume the game

- has a button to restart the game

- stops the game and the timer

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 block

- ESC for pause