

TP2 Updated Design Docs:

Not too many core changes have been made and my idea remains roughly the same. The game's name currently Grudge Game, instead of what I said I'd name it in TP1 Project Proposal, may even change it to Grudge Game 3D.

Grudge's speed changes with ring collection have been implemented by increasing grudge spawn and movement rate. Cockroaches are implemented as mobs which encircle the hiding spots continuously barely leaving gaps to enter hiding spots. Each brush with the cockroach causes -10 hp, and if you're health reaches 0, its an alternate route to Game Over.

Also beating the game rewards, you with a pleasant picture of puppies! You win if you collect 7 rings successfully.