

Feedback

by Oleksandr Bondarev

Good:

- 1- You have an interesting game idea
- 2- Code design is simple and clear

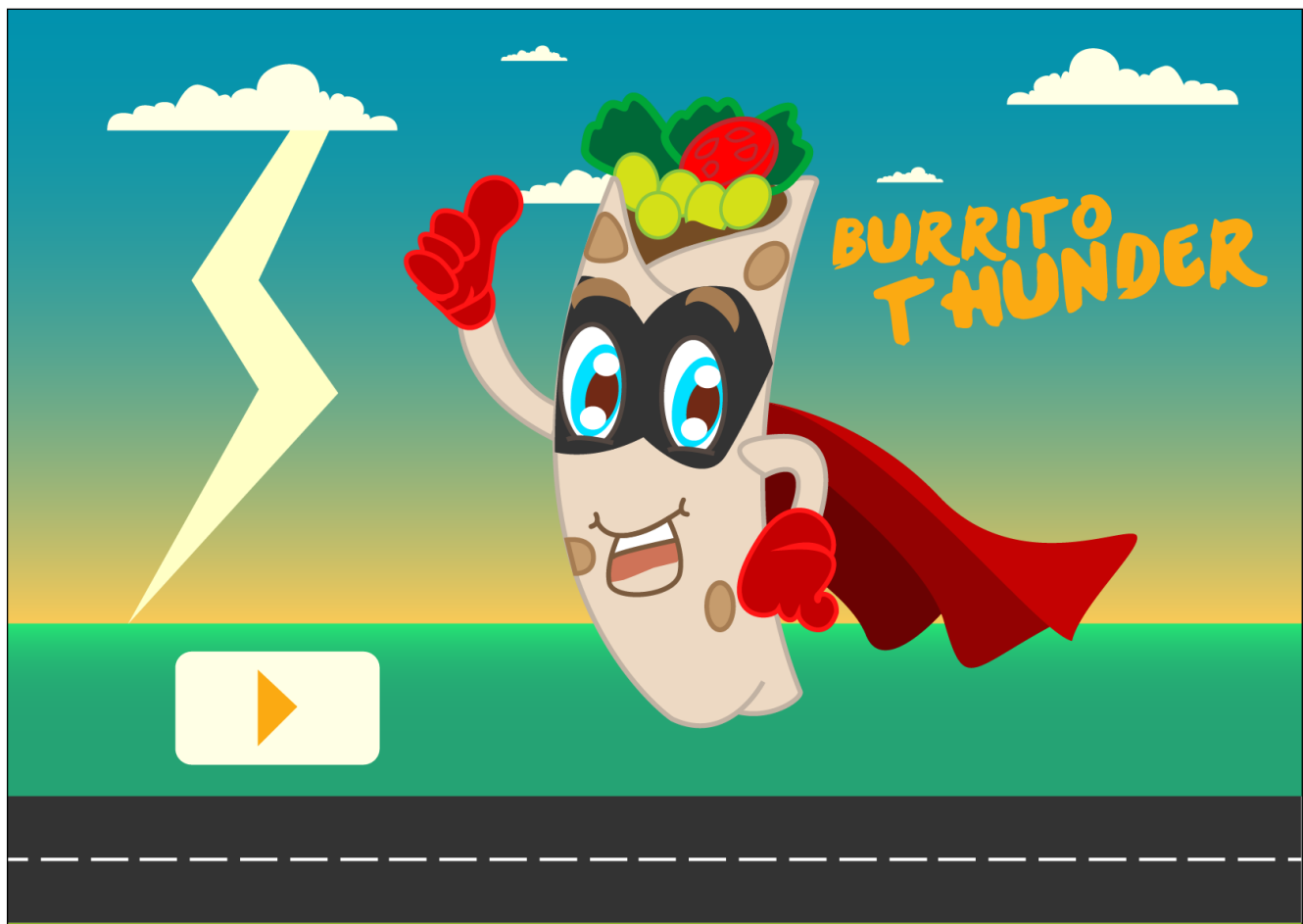
Improvement:

- 1- What do you think about moving all logic with sky, clouds and road to separate class? In this case in main class you could do something like `background.display()`.
- 2- Obstacles on screenshot seem to be very close to each other. I do not think that this is a big problem in the beginning of the game, when you fly with low speed. But it will be impossible to play with high speed. What do you think about increasing distance between them?

BURRITO THUNDER

Design Document

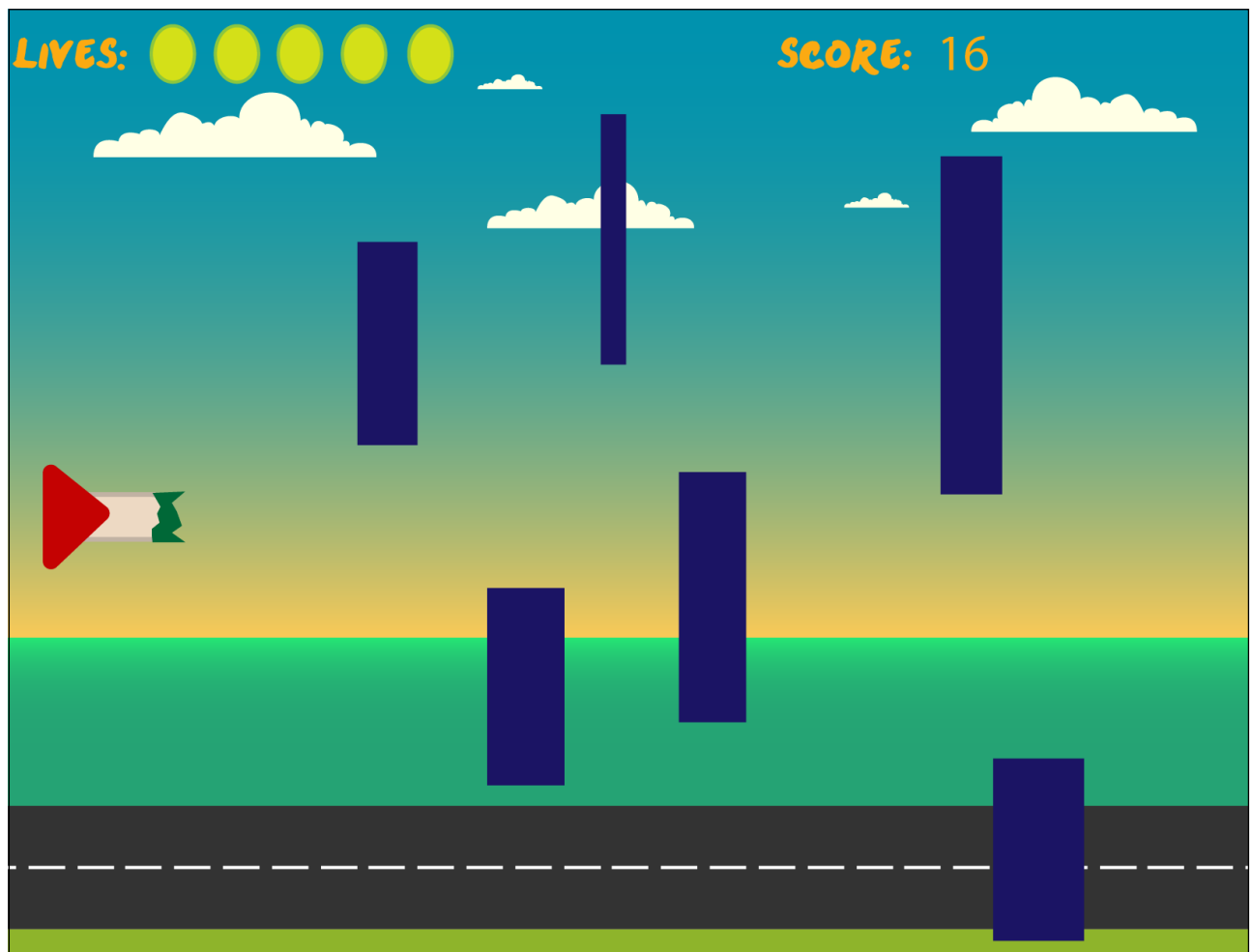
Wilmarie Huertas - March 15, 2016

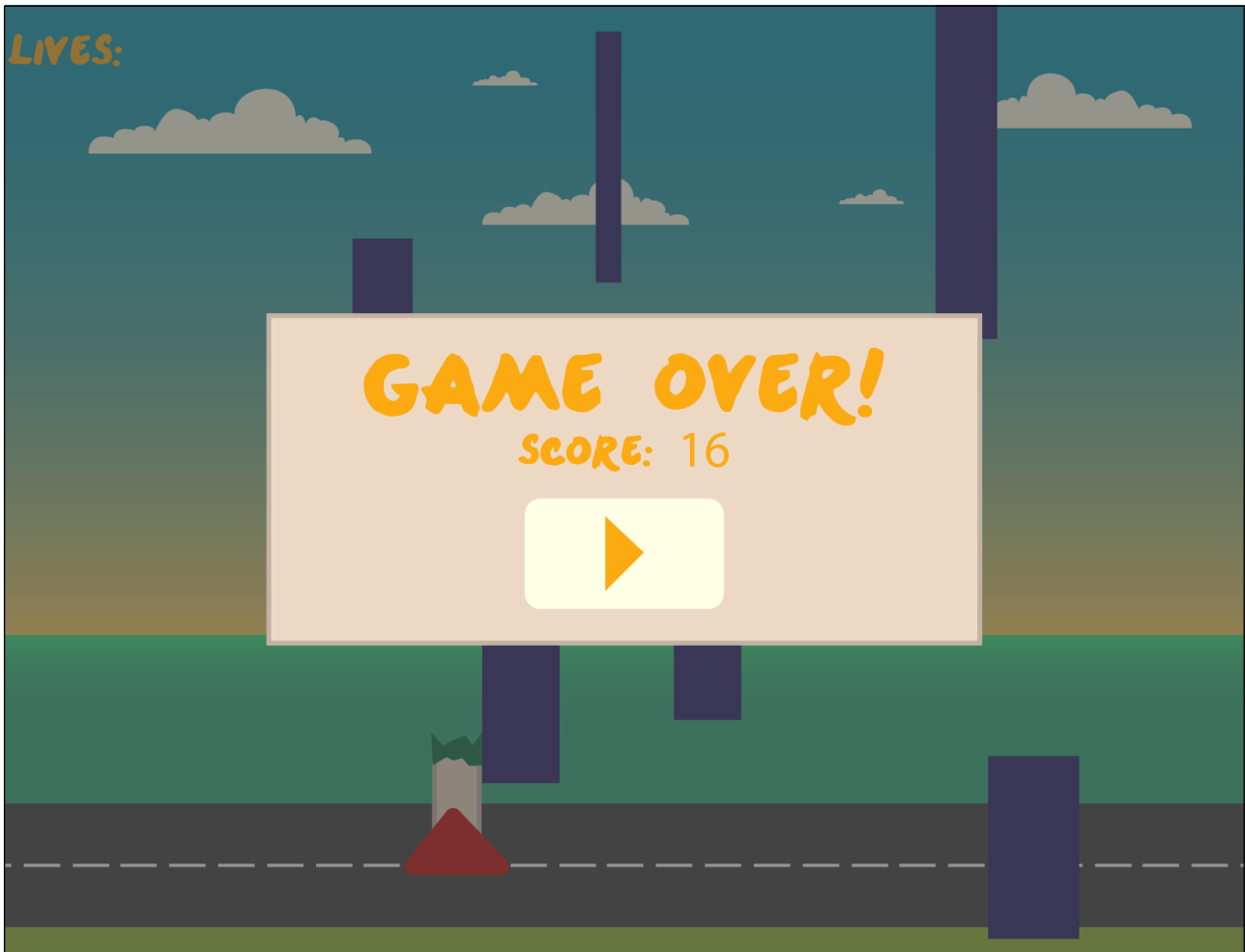


Concept

Based off a much loved (or hated) game, Flappy Bird, Burrito Thunder follows our self titled superhero through the streets of his city, trying to catch the evil Nacho Cheese and put him behind bars for once and for all, through a set of obstacles. Unlike Flappy Bird, Burrito Thunder will not feature the gravity pull and will be interacted with the arrow keys and mouse. The player also has five lives before the game is over.

The objective of the game is simple: go through the random obstacles on Thunder's way while he increases speed and try to beat the highest score. I have thought about using a timer or go through multiple levels of difficulty.





Object Classes

1. Clouds

To simulate Thunder's movement, I plan on animating the clouds of the background, faster as the game progresses. They will also be moving at different speeds and display on different sizes.

2. Obstacles

Although I'm still not sure how the obstacles will look like, I plan on using an object-oriented approach to move the obstacles towards Thunder. Depending of what I come up with, I'll have different objects as obstacles (brick walls, trash cans, etc).

3. Thunder

Or little superhero will also be used as an object, to control his speed, direction and interactivity with the obstacles (he'll go vertical and fall whenever the game is over and maybe do a little hitting graphic/ dialogue bubble, like the !@#\$ in comics.)

Pseudo-Code

Load the setup image

Make the bottom clickable to start the game

Object: Clouds

- Moving at different speeds

- Displaying at different sizes

Display instructions ("Use the arrow keys to move Burrito Thunder through the obstacles")

on first user interaction, the game starts, instructions go away

Objects: Random obstacles

- Moving at different speeds

- Make sure there's a way to pass through

Object: Burrito Thunder

- If hits an obstacle, loses a live

- If evades obstacle, gains one point to score

- Every ten obstacles passed, double the speed

- If hits an obstacle and no lives left, Thunder falls vertical to the ground, game over

Display the Game Over box.

- "Game Over!"

- Show score.

- If high score, show "High Score!" + Show score

- Replay button