

# Smart Shopper

*A game about grocery shopping on a budget*

## Gameplay Overview

### Game Summary:

You travel through a grocery store, starting with a preset “budget” or number of points of \$40. As you move through the aisles, food items appear in your path, each costing you \$8 or points. If you don’t successfully jump over and avoid the item, you lose the \$8 from your available funds. To gain more available spending, coupons (such as “Buy One Get One Half Off”, or “Buy One Get One Free”) appear in your path. If you pick up one of these, you gain \$4 or 8, respectively, for your available funds.

### Win:

None, you just try to get as many items as possible without running out of money.

### Lose:

You run out of money.

### Controls:

- **A:** Jump over obstacle (food item)
- **B:** “Flash Sale” mode: all items are half off, but there are no coupons
  - Background changes to a different, colorful lighting to signify change
- **Start:** Pause game: screen with restart or resume game options

### Audio:

- Start menu & pause screen has looping, upbeat tune
- During game has looping elevator music
  - During flash sale, more upbeat techno music
- Lose screen plays sad ballad tune
- Cha-ching noise when you pick up an item
- Rising “blooping” crescendo when you pick up a coupon

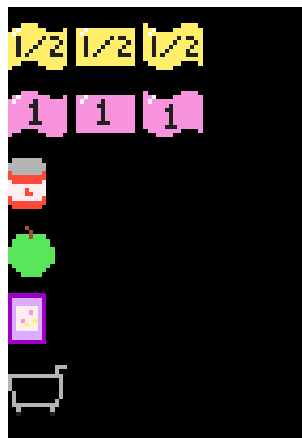
### Gameplay Details:

- The player will always be walking/running towards the right of the screen, but it will actually just stay stationary in the center of the screen. The backgrounds will just move to the left to simulate the player’s movement.
- Items (food and coupons) will be stored in structs, and will infinitely loop to generate appear on the screen on the right then moved left to simulate to player moving towards them.
- By pressing A, the player will animate moving up and down as the background continues left so it looks like the player jumped forward. The item will (if the user jumps correctly) move left underneath.

- By hitting B, the further background will change to emulate having rainbow disco lights for the “Flash Sale.” Food items will continue appearing, but coupons will all be deactivated until the user hits B again to switch back to normal mode.



Background: There will be stocked shelves & aisles in the farther background and the front background will be the tile floors that move at slower rate.



Some sprites: including coupons, possible food items, and a shopping cart in which the total number of picked up will count up.