# Project 3 Design Document

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### *Description*

This project is called *You Are Very, Very Hungry*. Through this interactive 'game', the player embodies a tiny god who traverses the cosmos. They must attempt to fill the unrelenting aching void of their being by eating planets and astral objects that appear along their way.

You can also talk to NPCs who deliver cryptic yet hopefully heart-warming statements.

The game ends when the player feels that their heart has been sufficiently warmed or when they get bored quit.

### *Technical Approach*

- The core class of this project is my eventual 'Planet' class, which encapsulates all the 'eatable' game objects that the player can interact with. This class is defined by its 'triggerAnimation()' function, which triggers a cycle through an array of images, and as such visually representing the object slowly disappearing, one array image at the time.
- Although arrays are currently being used (with the first frame of the array being the default display, and the last frame permanently (ie. until the end of the game) the few crumbs of the planet left, they may be replaced by GIFs if that proves more efficient.
- In terms of images, I will create my own images in order to create an interesting poorly conceived pixel work. I create my own images in order to maintain artistic consistency throughout the project.
- In terms of sound, I will be using material from freesound.org while crediting the producers of the samples I use.

*Visual Sketch:*
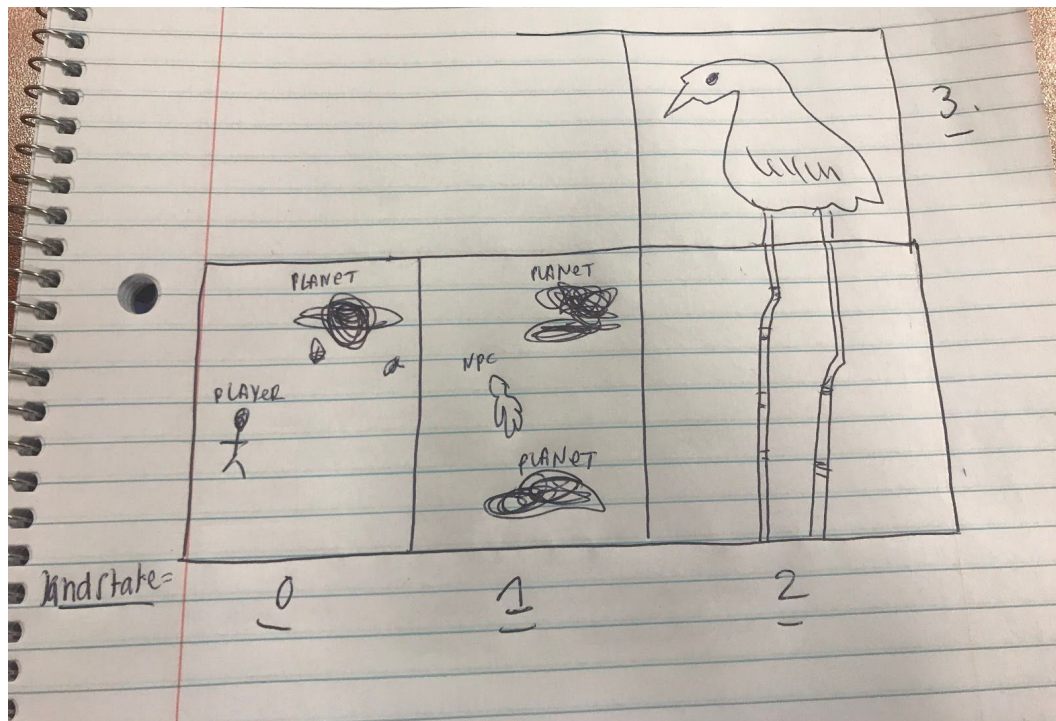


Player moves through landstates (0,1, 2, 3). Landstate 3 is only available by moving up from landstate 2 while other landstates can be accessed horizontally and reciprocally.

Player encounters planet objects that it can eat and NPCs that it can communicate with.

The giant flamingo is a giant NPC.

The actual game will have more gamestates, but this is just a basic depiction of basic game functioning.