BRGR-STAX

Idea

The idea of the game is to create the highest stack of burger by catching ingredients without missing or avoiding the existing stack to fall over. The ingredients will continually fall in a random manner from different points on top of the screen and the player will have to move the base of the tower to the direction the ingredients is falling. The game will end if the existing tower fall over or if a number of ingredients is missed. Points will be given for every successful catch.

Gameplay

The game is played by moving the base left or right by pressing the left or right arrow buttons. Successfully catching an ingredient will provide points. The goal is to score the highest points by catching the most ingredients without failing.

Progress

The project came in slowly. It wasn’t our original plan. The original plan was to create a tower defense game which aims to prevent monsters or prisoners from escaping or reaching their target. We were slowly planning and researching about the game creation method but after a few findings and deliberations, we found out that our initial target game is out of our league. We continued to deliberate more and finally decided to restart the project with a new concept.

Our new project concept was to create a casual game that can be played by most ages. A simple stacking game was our chosen new concept. We want it to be different from the usual stacking games so we thought of doing a burger stacking game that aims to create the highest burger tower by catching ingredients.

We started by the submission of the proposal and researching for game creation basis. We created prototype images for graphical purposes and then immediately downloaded the actual realistic images that will be used for the game. Then we coded the game and the game concepts that is possible to be used in the game. we slowly created the game and build-up the different segments then put them together to be a single game.