

Frozen Freakout

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Game Concept

You work at an ice cream store where you collect falling ice cream cones to fulfill random orders within a time period.



Controls/Gameplay

- The player uses the mouse to move the cone side-to-side
- Catching the falling scoops will collect them on the cone
- Collect these in order to fulfill the orders



New Game Modes

- Multiple Orders
 - Expansion of our original concept
 - 1 minute timer, collect as many correct scoops as possible
 - +10 points for correct scoop
 - +100 points for a correct order
 - -10 points for incorrect scoops
 - Try to beat your high score
 - Order will now change after completing an order

- Single Order
 - Race to complete a single order
 - Timer stops after correct order
 - Time added penalty for incorrect scoops
 - Try to get time as low as possible



Game Demonstration

Changelog

- Main Menu
 - Allows player to select game modes
- Difficulty adjustment
 - Scoops drop faster
- Different Game modes
 - Single Order
 - Multiple Orders expanded to change order
- Misc
 - Updated UI

Questions?