# GET THAT BREAD!

Artistic vision

The goal of this project is to create a simulation of an ant pushing bread pieces to specific areas on the blanket. On the blanket, there will also be other kinds of food; some will give the ant more speed (cherry) while others will give less speed (rocks). The goal is to push as many pieces of bread to its designated spot before the timer runs out. The artistic direction will be focused on a cohesive look within the foods (bread, cherry and rocks) and the game itself (stylized typeface, cohesive color palette, timer.) The simulation should feel comfortable, like an escape of the real-world.

Technical difficulties

The main challenge ofthis simulation will be in the movement of the ant itself. I want the ant to move tile by tile to give it a retro gaming look. The ant also will need to "push" the bread with the arrow keys to a specific direction without overlapping on the bread itself, following the tile by tile movement. The bread will need to be pushed to a specific location on the canvas by the ant. Collecting the cherries will trigger the speed function of the ant to move faster and collecting rocks will trigger the speed function for the ant to move slower. The user will have three minutes to push as much bread into its location before the timer runs out.

Sketches
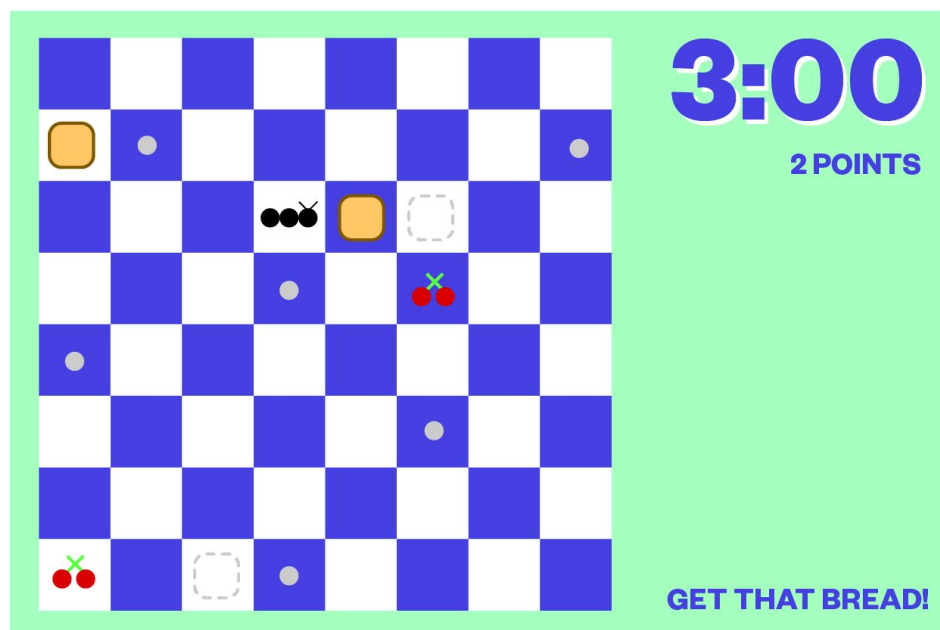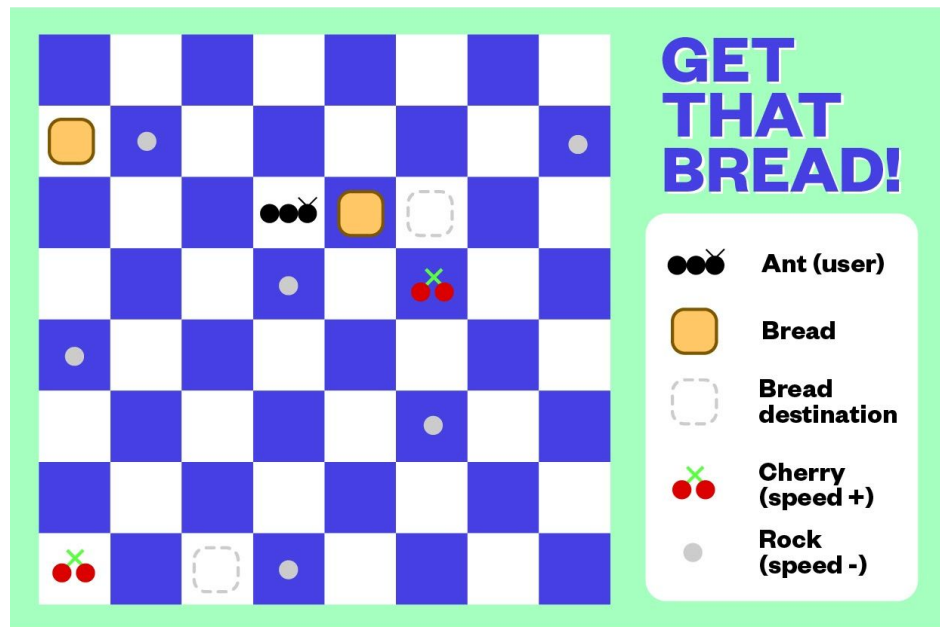
Pretty self explanatory. The first graph shows the design of the individual pieces of the simulation and what they signify. The second graph shows the actual simulation with the placement of the timer, point system and the name of my project. The colors are not final, but I like the choice so far.