

Our team's idea is to create a game based on the theme of "Minions". We have the yellow minion as the main character, and the purple minions as the dynamic enemy which will move towards the main character when it gets close to them. The static enemy will be the "traps" on the ground which are specified by the explosion of a chemical. We got inspiration from the minions lab to design the traps. The rewards are shown as bananas on the map and the bunch of bananas mark the end point of the game. There are also apples that appear randomly on the path and the character would get extra points for collecting them.

The objective of the game is to collect all the bananas that are on the map while avoiding the moving purple minions and the traps that are on the ground. The game starts off with the yellow minion in a room which is being controlled by the user. After leaving the room, the user will be met with a banana which will then be 'collected'. The score goes up on the screen and the user then wanders through the lab collecting more bananas. The user goes into another room and sees there is an apple appearing on the ground. Upon collecting the apple, the 'bonus' score goes up on the screen. If the user is 'hit' by a purple minion, the 'bonus' score goes down and if the score goes all the way down to 0, the user loses the game. If the user walks over a 'trap' the 'regular' score goes down and if the score goes all the way down to 0, the user also loses the game. The game continues with the user trying to collect all the bananas that are on the ground in order to reach the exit to escape the laboratory. The playtime is shown on the screen as well as the score of both 'regular' and 'bonus' rewards.

Once the bare minimum of the game is finished and our main ideas have been implemented, we plan on expanding the functions of the game to better the gameplay experience. Since the game is supposed to be a 2D arcade style game, a leaderboard that will keep track of the top 3 highest scores seems appropriate to add. This will keep the user wanting to play the game more as they get more points trying to beat their best all time score. At the beginning of the experience the user will be greeted by a starting window with a play button to start the game. Since this game is themed after the 'Minions' movie, we think there should be some power ups rewards that will benefit the user. For example, there is one of Gru's inventions on the ground that makes the main character gain a boost of speed if picked up. This addition would make the gameplay more enjoyable for the user creating a more intense aspect to this 2D arcade style game. If the user would like to pause the game, they will have the option to pause through a button in the top corner. While the game is paused, a window will pop up to notify the user along with the current score, time paused and the option to resume play. Also, if for any reason the user wants to exit mid-game they can do so by clicking the exit button. Once the user clicks the button it will take them back to the starting window where they started the game originally. Finally, there are plans to also add more than one level to our game. The other levels will consist of different barrier, enemy, reward, and trap placements. This feature will invite the concept of surprise, having the player never know where the entities will be placed and when they will show up. These changes would give the user a more delightful experience, creating the feel of an actual game you would find in an arcade.