Bear Game Planning

Room Plan Cond	cople		
CrameAcin		Intro Room.	_
Avoid being	Door 1	Door 2	Oper 3
eaten by the bear		•	
Snop -	Bear	Gold	Bear
Challenges de	oth tnext	goldreus	rd
	lose gold	l next	100m

Bear Level

You start with set of paverups. Can choose to use them each time you encounter the bear

<u>min</u>

Reach the end with as much gold as possible.

Kay Points

There will be a Bhop available where you can exchange your gold for power-ups.

In certain rooms you will be able to answer trivial questions for in game rewards.

The bear likes gold. When you encounter the bear they will aim to take your gold. If they can't eat gold, then they '11 eat the player

Buserupo.

"Shrewd Negobiator" - You and the bear negobiate a roundon deduction of his demands.

"Discount" - You get a roundon discount off the bears demands

"All or nothing "- Answera challenge question to avoid punishment else die

"Night Time" - Very rare power up where you can put the bear to sleep

Bear Options:

bear 1 - early you, game over, very rare
bear 2 - very hungry, >50% gold, normal rarity
bear 3 + not very hungry, <50% gold, normal rarity
bear 4 - not hungry, 0 gold, rare

To do list:

- Write shop functionality · Write power-up functionality
- · Write challenges punctionality , . Write bear functionality
- · Write rooms

Hierarchy Chart

globals: func game func exacter room → gold → possible power-ups functionfy_ hall + power-ups random galal amount Invo busines func bear - junc game _ over func bear _ 0/1/2/3 func Shap func Challenges func power_up_choice return
oli 12/3 1 demands game () Code Review: Code runs perfectly as planned which is great. Could not avoid using global variables as I wanted the code to be updateable and for the power-ups to be deletable. However, this meant I could not make the game an unfinite loop. I could also have used nested functions and commany used blooks could have been turned into a function to clean up code.

github.com | bthompson05 | The-Bear-Project. youtu.be/gpPokuf GEFA