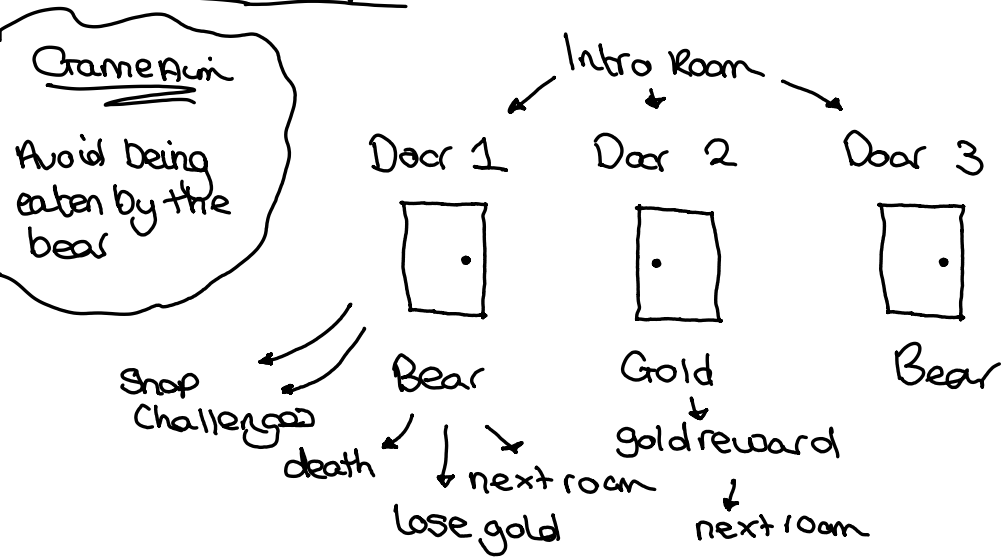


Bear Game Planning

Room Plan Concept



Bear Level

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

Aim

Reach the end with as much gold as possible.

Key Points

There will be a shop 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 "eat the player"

Powerups:

- "Shrewd Negotiator" - You and the bear negotiate a random deduction of his demands.
- "Discount" - You get a random discount off the bears demands
- "All or nothing" - Answer a challenge question to avoid punishment else die
- "Night Time" - Very rare power up where you can put the bear to sleep

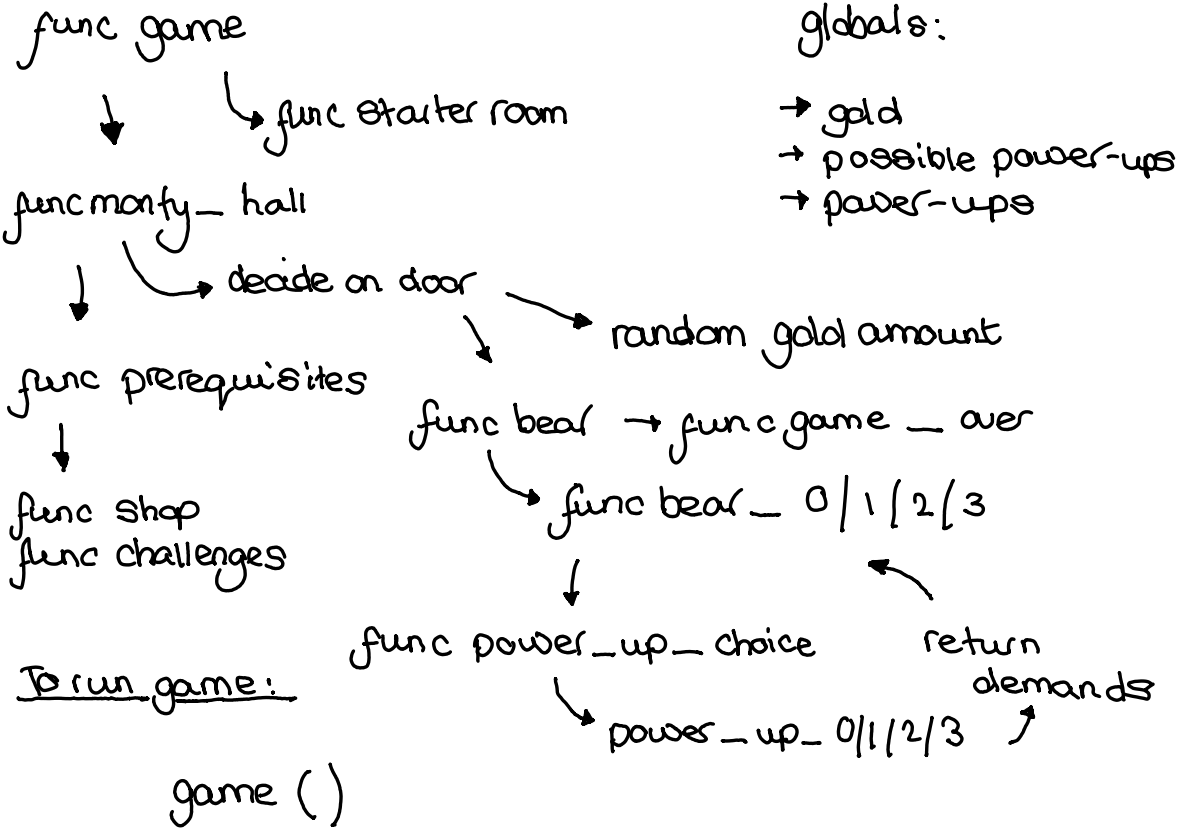
Bear Options:

- bear 1 → eats 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 functionality
- Write bear functionality
- Write rooms

Hierarchy Chart



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 infinite loop. I could also have used nested functions and commonly used blocks could have been turned into a function to clean up code.

github.com / bthompson05 / The - Bear - Project.
youtu.be/spP0ruePGEPA