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| CG GAMES |
| Assignment 2 – Monkey Ape |
| **[ 2D Platformer]** |
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# Game Overview

*Player assumes the role of Sasquatch amid a zombie outbreak. Sasquatch must avoid the zombies and attack any hostile hunters. Sasquatch’s goal is to eat as many hunters as possible while staying clear of zombies to avoid death.*

# Game Play Mechanics

*The screen continuously scrolls ahead horizontally, the player can move forward, backward, and jump using the arrow keys. The player should flee from incoming zombies, and attack hunters before they leave the screen. The amount of hunters eaten by Sasquatch is displayed as the player score.*

# Camera

*2D eye level point of view.*

# Controls

*The player uses the keyboard’s directional keys to move forward, backward, and jump.*

# Interface Sketch

# Screen Descriptions

# Game World

*2D environment with jungle theme, game takes place during a zombie outbreak and both the player and hunters will avoid zombies, the screen scrolls forward continuously to imitate swimming forward.*

# Characters

*Sasquatch* – This is the user controlled player, he catches and eats lost hunters, and must run from enemy zombies.

# Non-player Characters

Hunters – Hunters will flee from the player, the player must follow and run into them to gain points

# Enemies

Zombies – Zombies follow the player around the screen, they will cause damage upon collision

# Weapons

Hunter Guns – Enemy hunters may shoot bullets at Sasquatch while fleeing, bullets will damage the player.

# Script Assets

# Scoring

The player accumulates points by consuming enemy hunters, they lose hit points when colliding with zombies. The total score is calculated as how many hunters are consumed before the player loses all hit points.

# Sound Index

# Story Index

Sasquatch has lived in the woods eating people for his entire life, after a zombie outbreak he is forced to travel further away from humans in order to avoid the hoarde. Now he must continue to run from zombies while feeding on enough lost hunters to survive in the deep wilderness.

# Art / Multimedia Index

# Future Features