## Pudding Panda

* **High Concept:** Pudding Panda is a single player platformer where the player must go through multiple levels to get to the pudding without being hit by a falling pineapple.
* **Player Experience Goals:** I want the players to get tense and feel a rush when avoiding the pineapples.
* **Features:** The biggest feature that sets it apart is how the camera shifts when you get to a new part of the level.
* **Genre:** Pudding Panda is an arcade style platformer.
* **Setting/Premise:** There isn't an actual game word per say, but there is a aesthtic of cute cafe. The player character is Pudding Panda, the goal is a delicious cup of fancy pudding, the bonus items are different kinds of sweets, and the enemies are pineapple.
* **Story:** Pudding Panda is a hungry panda who loves to eat sweets, his very favroite being pudding. Though he wants to get to the delicious fancy pudding, he can't resist going after the other sweets he sees along the way. But he has to watch out for the falling pineapples (He hates getting hit on the head).
* **Game play:** To start the game, the player clicks the start button at the main menu. The player must navigate around the blocks and pineapples using the arrow keys to go left and right to move and the space bar to jump. Their is a bonus item in each part of the level (a lollipop, a macaroon, and a creampuff) that the player can collect for extra points. If a pineapple touches the player the Game Over text will pop up and the pineapples, pudding, and bonus items will disappear. If the player gets to the pudding the win text will pop up. After a game over or a win, the player can click the mouse to restart.
* **Prototype goal:** This version of Pudding Panda is testing out moving the camera when the player gets to a certain point and changing game states.
* **Target Audience:** The target audience is older kids, because of the cute visuals to young adults, because of the challenge.
* **Play time:** A level will take at most a minute to two minutes to play.
* **Strategies:** One strategy is to look for different paths one can take to get to the pudding/bonus items. Another strategy is to watch the pineapples that are falling and time your movements. Also, if you want to get the bonus items, make sure you do so before goign somewhere where you can't backtrack.
* **Estimated Schedule:** For a full version of the game, it would need to have multiple levels. The levels shouldn't be that hard to design using Tiled, so that would take an hour or two. I'd want to make the levels look different, so that would take several hours to make more art assets. Coding how the extra levels work wouldn't be difficult, since they operate about how the original worked, but I had severe problems getting the game states to change, so I would imagine that would take a few days to get everything working properly.
* **Team:** I think my biggest strength, and what I liked best would be making the art and visuals. I am also decent at coding but I'm not as familiar with phaser as some others, especially when it comes to animation. I also have no idea how to make my own background music and sound effect.s
* **Prototype Assets:** All of the images I made myself in photoshop by directly editing the "Startruck" files. The tile map I made using Tiled. The song is "Staccato" by M@SATOSHI which I downloaded from Mediafire. The sound effects I got from findthatfile.com.
* **Closest Phaser Example:** This game is a polished version of my previous Pudding Panda Prototype.