



G

O

D

O

O

O

O

D

What do I want to accomplish?

- I want to do some game aesthetic
- I want to make a fun game
- so pretty game b. also simple to make

→ want to learn more about UI/UX

→ want to have people try playing my game (finish and some fun)

Resources (what I know how to do)

- moving character
- collision

Brainstorm



Centaur world

war

→ need to press

input at right or
time certain input

why don't I want
to copy a game?
I want to do it by
unique.



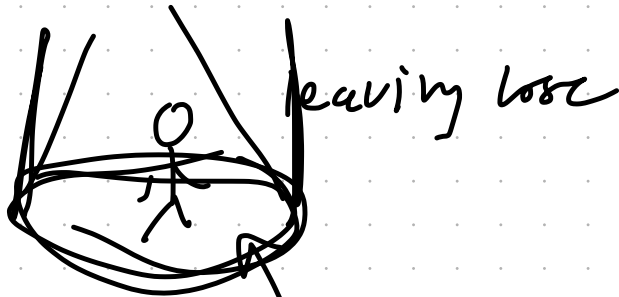
But to get there
I should learn by
iteration and simplifying

want → dodge cars

→ catch pole

→ stay in spotlight

↑
this sounds fun

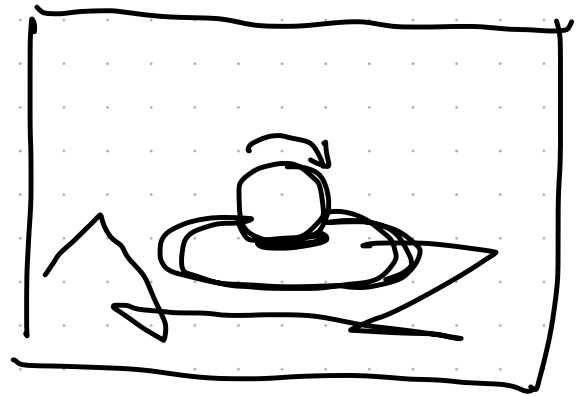


○ sphere wrench
let it roll so
harder wrench

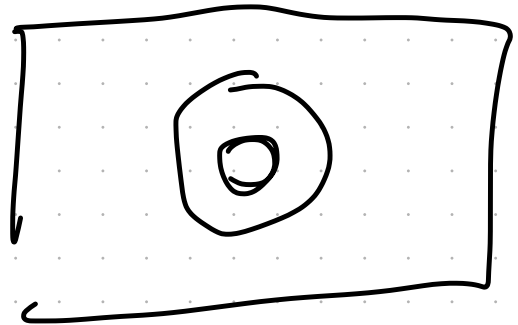
○ learn how to move by
AI or set data

if not touching, lose

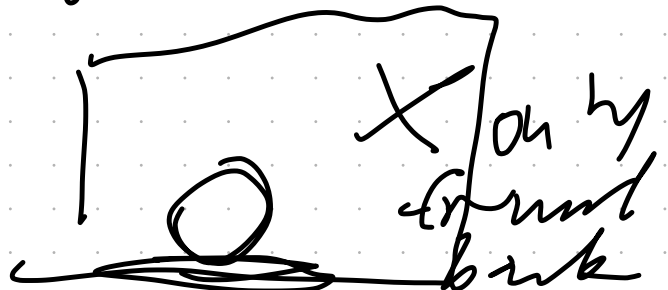
fried
egg but
egg white
keeps moving
yolk has to stay on



top down view?

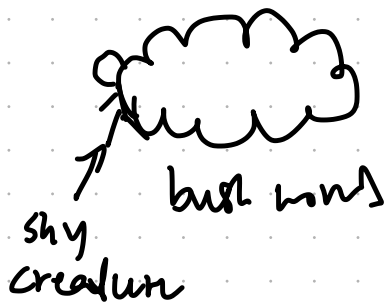


front view

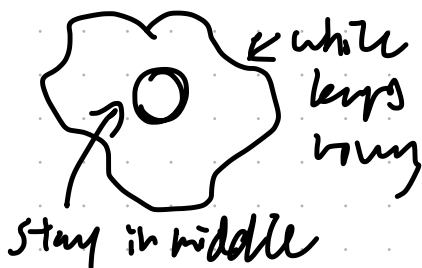


game: player needs to keep moving
to stay in bounds

→ stay hidden?



→ stay a good eye

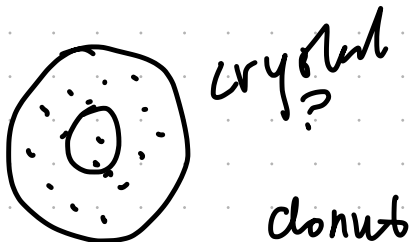


→ works with
anything



can chub

% covering??



keep donut in the
middle

→ colour is background
but ○ lines so can
distinguish

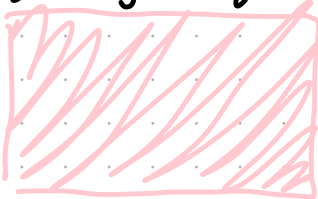
donut

hole



collision
area

background



when in center score goes up
more in center higher,
lost bonus

at a certain percentage

life goes down

donut hp



if it dies game over → display score

to do functionality

→ player won (check it hard → keep moving)

→ collision check → how do I make it circle?

→ center of ○ + radius?

→ donut move (slow then faster → how do I do this?)

the donut

Game Summary

Player has to keep donut circle in middle of donut while the donut moves around. The movement will be implemented so it will be difficult to keep the hole in the middle. The closer to the center they keep it, the faster their score goes up. If they are too far from the center, the donut loses hp and eventually dies causing a game over. As the game progresses the movement of the donut becomes harder to follow and after a certain point if the player does not die they will win the game.

Visualization



The more in the center the donut hole is the faster the score increases.



The score increases slower if the donut hole is a bit off from the center.



The donut's hp decreases (maybe rapidly for less allowance) when the donut hole is too off from the center.

Plan Outline

1. Set up scene

- > fit to screen size
- > background colour

2. Add movement to donut hole

- > set up input system
- > add accelerated movement for a bit of hardness for movement

3. Add collision check with donut center

- > score based on how far donut hole is from center of donut
- > maybe get center position of both and radius of both to see how much it's overlapping
- > or just manually calculate and use distance check to give score

4. Add movement to the donut

- > make the donut move, I'm not sure how to approach this so I'll have to look it up
- > maybe ai to tell it how to move at what speed and then increase the speed
- > maybe give random coordinates that are some radius away from it and still in bounds
- > or a random direction with a speed

5. Add hp ui and lowering

- > lower the hp if the distance is higher than some number

6. Add score increase

- > increase the score if the distance is lower than some number, do it faster if distance very small

7. Add game over scene with score

- > if hp falls to 0 or below, show the game over scene and also display the player's final score

8. Add harder movement to the donut

- > after time passes, make the movement of the donut harder to follow maybe by increasing speed or mapping out some path I want it to take that's harder

9. Add sound effects for having in center? or for losing life? Maybe background music?

> add sound effects for feedback and to feel good in the game when you stay in the middle and worse when you don't

10. Add game won scene with score

> after a certain time show a you won scene with the player score

11. Add start game scene

> add a start game scene with a start button