**Team Fishy Tacos**

Members:

Gerald- 10th grader, been doing graphic design for a little, took some coding classes, tried unity game engine before, used Blender for 3d design

Jeffrey - 10th grader, very little coding experience, pretty good artist/drawer, have used blender before

Emily - 11th grader/ highline college, some experience in programming, can do art

Darence - highline college, basic programming, will team lead (unless someone else wants to)

Diva - 7th grader, have a few years of experience in python

Sophy - 11th grader, UI design, knows HTML/CSS a little bit of Python, Java, and JavaScript

Playgame here: <https://www.construct.net/en/free-online-games/insatiable-hunger-28388/play>

**Google drive for images/files:**

<https://drive.google.com/drive/folders/1YmnOv4L98Dxd8gvN6UqDNIlqlM5CtdOp?usp=sharing>

https://docs.google.com/presentation/d/1jmLzu85KnDegEv9eGZofjeXV2QWjXAq183YrDg86qh8/edit?usp=sharing

Will zoom meet at 9am

Eating Game (Game name: INSATIABLE HUNGER):

* Variation 1: 2 Players (whoever finishes first wins)
* Variation 2: 1 player, but there is a time limit (must finish all food on time to move to next level)
* Variation 3: 2 Players (whoever fills up hunger first wins)
  + Different foods will have different values (e.g. apple value: 2; orange value: 3. The orange will make the character full faster)
* Variation 4: 1 player who needs to fill the character's hunger but then the character is running on a treadmill which gradually increases the hunger (burning more carbs). The goal is to fill the character up while they are becoming more hungry from running on the treadmill. Time limit gets tighter as levels increase. The character has to drink water every 5-10 seconds so that they do not choke (this makes it so the character cannot eat food at the time while the hunger is still going up from running on the treadmill)
  + Sub-variation: Treadmill speed increases as the game progresses.

**Brainstorm game mechanics:**

* Stamina bar?
* hunger/satiety bar

Goal: how does a player win? Is it in levels?

**Roles, as guidelines:**

Game architect/mechanics concept - Sophy & Diva & Gerald (Gerald created the idea so that is why his name is here)

Artwork - Gerald & Jeffrey

Construct - Darence & Emily

**Food item ideas to be in game:**

Tacos

Tomatoes

Shrimp

Pizza

Sushi?

Broccoli

Mango

Chicken wings

Appl

**To do list:**

Pick game music

**Game name ideas:**

Insatiable hunger

**Questions for mentor:**

**Construct Resources:**

https://www.youtube.com/playlist?list=PLHA239CgUDNAZ1MvPIWqhinnToDCaiMAU

Download tutorial https://www.construct.net/en/make-games/education/resources

Tetris https://www.youtube.com/watch?v=fMtO7q1Wrus

Health bar https://www.youtube.com/watch?v=ePsewYpjghA

**Presentation will be 2 mins, recorded video**

2-3 powerpoint slides??

**Archive:**

**Need your codeday username:**

Lujerry131 has been added.

Emiv500 added

DShah added

Sjoasil added

Chaosers added

**Name ideas (team name vs game name)**

Blue taco (Alternate name: Azure Tacos)

Taco punch

Charming tacos

Beautiful Tacos

Scrumptious Tacos

Beef Tacos

Beefy tacos

Fishy tacos

Tomato Taco

Stinky Tacos

Lettuce Tacos

Jegdd Tacos

Tofu tacos

Giant Tacos

Debrouillard Tacos (french for resourceful)

Tenacious tacos

Tattling Tacos

Taco Toes

Taco Wednesday

**Ideas so far:**

Kong - jumping on platforms

Different variations:

Pong - where instead of breaking the bricks above you, they are on all sides of the screen. Instead of the player controlling a platform, they control a player whose main objective is not to fall. They can rotate the screen to jump on the walls like that one scene in high school musical (maybe they can catch and returns the ball as well)

Dodge Master (can be created on construct)  - our player is jumping on platforms that disintegrate soon because of the lava on the ground. So our player must dodge obstacles in their way to get to the finish line.

Tron - bike racing game similar to snake game

Flower Power:

* A capture-the-flag style game, except on both sides you have a big flower pot and a # of flowers
* Goal is to capture all the other team’s flowers and plant them in your flower pot
* You can pick up your own flowers, so other team has to take you out in order to get your flower
* Can be a 1v1, 2v2, or 3v3 game  (or single-player)
* Players will have weapon(s), which can be used to attack and eliminate enemy players

* Variation: Garden Weeds.

Use the “Sun” ability as a flower booster. Once flowers are boosted, players get x2 strength.

**Idea waterfalling (Just put random ideas here; whatever comes to mind; we will eventually come up with something creative if we keep jotting down random things):**

* Roof skydiving
* River racing
* Rock climbing
* Forest tree swinging
* Chopping wood
* Baby drinking milk and getting bigger
* Bed monster
* Water Gun fight
* Dodgeball tournament
* Water flipping contest

Apps:

Talking to strangers - connect with others by phone, not by images or comments (anti-social media in a sense)

Freelance videos - sell your skills, focused on videos such as counselling, general contractor, legal advice etc, (similar to Fiverr or craigslist but more video-based)

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**Game Mechanics:**

**\*There should be instructions to how to play the game\***

Before the player plays the game, there will be instructions on the screen and the player must press enter to continue.

* Game Name: Insatiable Hunger
* Description: Player has a basket in which he/she collects food and has to face all the obstacles to earn a sum of 500 points worth of food.
* Background:
* Trees
* Sunset type
* Clouds
* Grass
* Optional: Music (if possible):
* Look below to see options
* Player is holding a basket and is collecting food in the basket
* **Optional**: The player can name their player
* Healthier foods: 10 points (apple, broccoli, lettuce, strawberries, orange), Unhealthy foods: 5 points (pizza, tacos, burritos, chicken wings, cube sugar) . Total points to be achieved: 500
* Everytime a food is collected, a “ding” plays on the screen.
* Poisonous foods: -20 points (spoiled milk, wild berries, spoiled bananas, spoiled tomatoes, moldy burger)
* Time Limit: 60 seconds
* Health bar: 100. Everytime a player eats poisonous foods, their health bar goes down by 20. But if they collect a healthy food, and only a healthy food, then their health increases by 10.
* Have text saying “Water Break!” when it is water break. Water break lasts for 5 seconds
* **Optional**: Calorie bar if the person exceeds an intake of 2000 calories. Before the person gains weight, text will show on the screen to let the player know what is going to happen. If they do exceed 2000 calories the player gets fat. If the person doesn’t get back under 2000 calories in under 10 seconds, then they lose half their points.
* **Power ups:** Speed boost, bigger basket, higher jump
* **Optional:** The player loses speed as their water bar goes down
* Some foods fall faster and those foods are worth more points
* **Optional**: player input of timer and number of food items
* **Optional:** Game Over End Screen

**Coding:**

**Instruction page -** diva

**Bars**: health, water, calorie (optional), timer - darence

**Falling of objects in sequence -** emily

**Music Links:**

* [How to add Music](https://playableconcepts.aalto.fi/tutorials/tutorial-3/audio-in-construct-3/)

**Types of Background music: vote**

* [Monkeys Spinning Monkeys](https://www.chosic.com/download-audio/?t=27247&tag=Games)
* [Can’t Stop My Feet](https://www.chosic.com/download-audio/?t=25495&tag=Games)
* [Bicycle](https://www.chosic.com/download-audio/?t=24995&tag=Games)
* [School](https://www.chosic.com/download-audio/?t=24280&tag=Games)

**Sound When Players Collect Food**

* [Ding](https://www.youtube.com/watch?v=qZC5gtOw3DU)

If you can't download the first sound:

* [Ding](https://freesound.org/people/aji_/sounds/66136/)

**Sound When Players Collect Poisonous Food**

* [Base Drop](https://www.myinstants.com/instant/bass-drop-sound-effect-87683/)

**Sound When Food drops**

* [Squish](https://www.videvo.net/royalty-free-sound-effects/squish/) -> second option

**What to Draw/Artwork:**

* Background (trees, clouds, sunset type, green grass(floor))
* Player (Optional: male and female character)
* Basket
* Foods (healthy (apple, broccoli, lettuce, strawberries, orange), unhealthy (pizza, tacos, burritos, chicken wings, lollipop), and poisonous foods (spoiled milk, wild berries, spoiled banana, spoiled tomatoes, and moldy burger))
* Bottled Water
* Optional: Health bar, Calorie bar
* Need feet movement
* Mushed/splash item - when food hits ground
* **Background -** sophy

Instructions:

Your player must collect food in their basket to feed themself. However, you’re starving to death and it must be done in under a minute! There are healthy foods for 10 points each as well as unhealthy foods for 5 points each. However, beware, there are poisonous foods that can be harmful to you and can cause you to lose 20 points! Watch your thirst bar! To be full again you must collect a total of 500 points! Hurry and feed yourself!

https://docs.google.com/document/d/1SUhiJWlyLxUqnm3Mjpvd7hLjxI6zQ41e0iiJDX9bv2w/edit