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Welcome... The swag will see you now

Otter Swag is an endless, side-scrolling, one function game that has the user try and accumulate points by taking control of an otter. All user input is handled by hitting the spacebar on a standard keyboard.

The game opens to a menu screen, prompting the user to hit the spacebar when he or she is ready to begin playing. Once the spacebar is hit, the otter will appear, jumping into the water to begin his arduous journey. Once the otter hits the water, the user assumes control of his movement. When the user is hitting the spacebar, the otter will rise in the water until the surface of the water. If the spacebar is not being held down, the otter will sink until he reaches the ocean floor, in which case he will stop swimming and instead crawl along the sand.

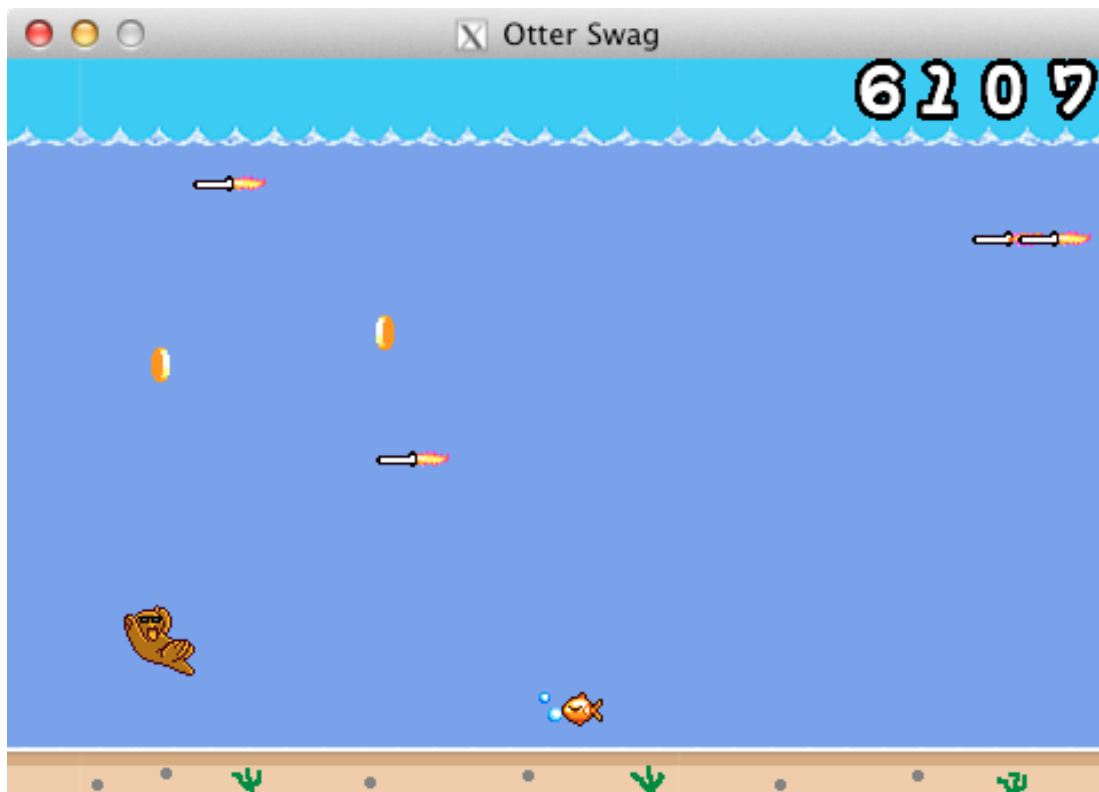
But the otter's journey is a dangerous one as he must be wary of oncoming torpedoes in the water. If the otter collides with a torpedo, a large explosion will send our hero to otter heaven. To ensure the otter's safety, the user must maneuver around the torpedoes. The longer the otter

lives, the more points the user will accumulate (a constant rate of increase). However, the longer the otter lives, the more torpedoes will appear.



Be careful! It's dangerous out there!

The torpedoes will appear at random heights, keeping the user on his or her toes. The rate at which torpedoes are launched is sinusoidal for each arbitrary level. The levels are not explicit, but every time the user gains one thousand points, the level of difficulty will increase. This will occur until the user reaches a predefined level of chaotic torpedo launching, known as “expert mode”. At this level, the torpedoes will launch at rate within set bounds. Even in this challenging mode, the torpedoes should appear in a way that always gives the otter a chance to survive if the user has enough skill.



Fish are friends and food!

There are more ways though to get points! Throughout the game, coins will descend into the water from the heavens. Collecting these coins raises the users point total by one hundred points! The user should be careful though not to hit any torpedoes while swimming for coins. Also throughout the otter's quest, magical fish will appear in the water. These fish are very nutritious for our otter friend. Eating a fish will make the otter temporarily invincible! This invincibility can be seen as the otter becomes golden and rolls through the chaos under the ocean. While invincible, explosions will do no harm to the otter. In fact, colliding with torpedoes while invincible will give the user additional points! The user should be aware that the invincibility is temporary and when it ends, torpedoes will once again become lethal. If the otter ever hits a torpedo, the explosion will fire and the adventure will be over. A final menu will display the user's score from that round. If the user would like to play again, he or she must simply hit the spacebar again to begin another adventure!

UML Diagram

