It’s Not Real – Angry Truffel Pigs

Player is a farmer who needs to get all his angry truffel pigs back in a pig sty. The Farmer has found a fake mushroom that smells like exactly like a real truffel and his angry pigs love it.

The farmer must use the fake truffels to trick the pig into moving to the «Mushroom». The pig will attack the farmer when he is too close. The farmer does not have any way to defend or attack the pig. It’s his beloved pigs after all. The farmer can hide in a heap of hay to let the pigs «miss» him.

Lure all the pigs back into their sty to complete the level.

Diagram, schematic

Description automatically generated

# Mechanics

Outline of game mechanics

## Player

* Can move in 8 directions
* Can place a mushroom on ground
* Can hide in Hay
* Must collect truffels

## Angry Truffel Pigs

* Truffel Pigs patrol a set of way points
* Can «smell» farmer when too close
* Attack farmer by running after him and stealing his truffels
* Runs towards the smell of truffles

## Pig Sty

* Fence that contains pigs
* Can open or close gate

# Graphics and animations

## Style

Simple pixel art. Maybe 16x16 or 32x32

## Characters

Main characters of game

### Farmer sprites

* Idle
* Walk – 8 Directions
* Pick up truffel
* Place truffel
* Jump into hay
* Hide?
* Run?

### Truffel Pig sprites

* Idle
* Walk/Patrol
* Eat truffel
* Smell/Alert
* Charge/attack

### Fence sprites

* Open/Close Gate’

### Hay

* Idle
* Rustle/Move when enter-exit

## Tiles

Tilemaps for game levels

### Terrain

* Grass
* Dirt
* Mud
* Fence

### Decorations

* Flowers
* Buildings?