

The high-level plan for our project is to create a game where the player controls a raccoon living at SFU that must steal trash from the garbage cans around campus. When the player opens the game, they will be greeted by a simple menu allowing them to adjust the settings, view a tutorial, select a level, or quit. Pressing 'level select' will provide a series of numbered buttons indicating the different game levels. Each of the levels has a different map, entity layout, and thus difficulty. Each level will have barriers that form the walls and rooms of SFU. Inside these rooms will be trash cans with different kinds of garbage that can be moved onto to collect the rewards. At one location in the map will be the raccoon den, which serves as an endpoint for that level.

During the course of the game, the player will use the arrow keys to navigate the raccoon through SFU to find and collect garbage by moving onto it in order to collect points. In order to complete the level, a certain base score is needed when the player attempts to go into the raccoon den. However, the player may collect additional garbage and search for rare food items that are worth bonus points. Reaching the raccoon den with a score above the bare minimum will allow the user to increase their rating for that level from 1 to up to 3 stars.

To provide challenge, the user must avoid raccoon traps which are stationary on the ground and angry janitors who actively chase the user. Upon touching either a trap or janitor, the user will lose a certain amount of the points they have collected. This may put them below the threshold needed to pass the level, forcing them to collect more garbage. Additionally, if the user's score becomes negative, they lose. When this happens, a screen pops up with a loss message and the ability to either reset the current level from the beginning or select a different level. At any point while playing, the user may enter a key to pause the game. This brings up a menu that offers all of the same functionality as the start menu.