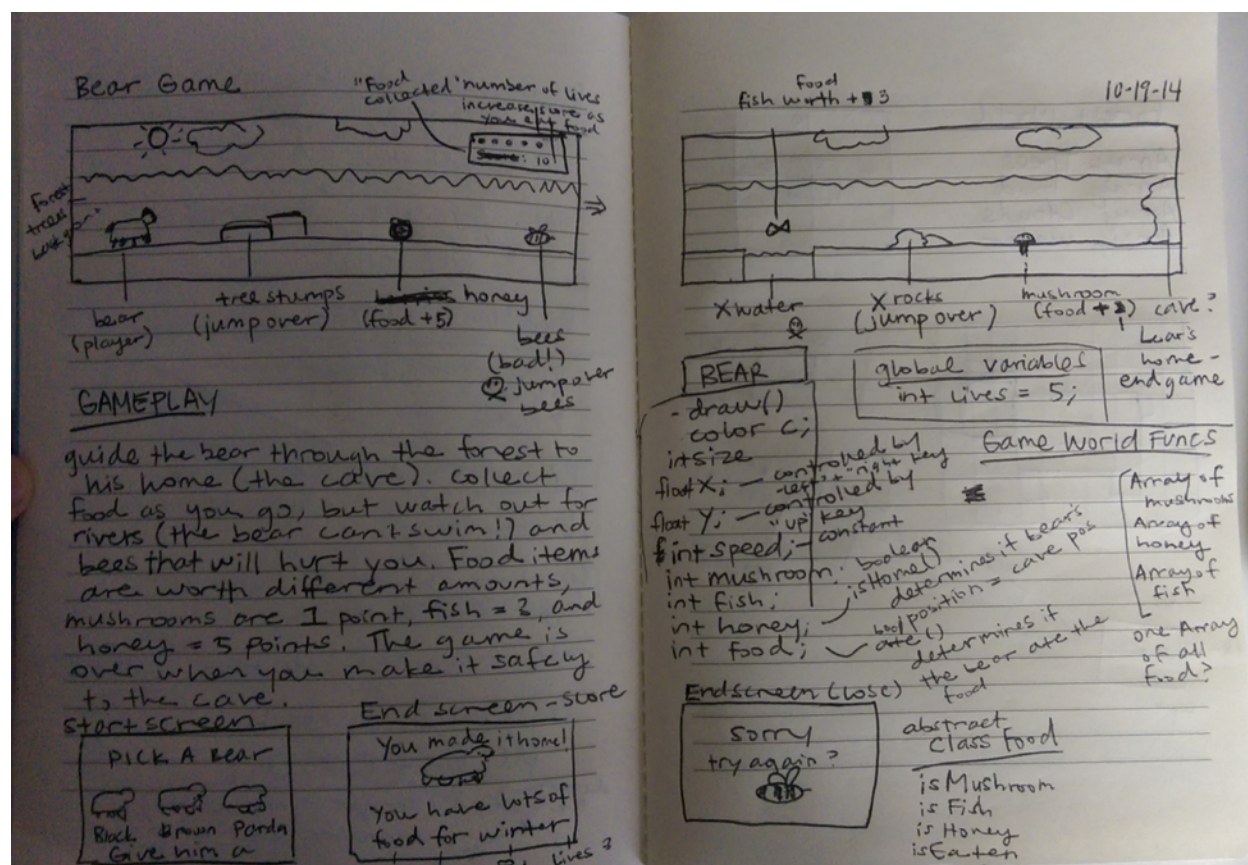


Elise Fung
10/27/2014
Programming Exploration 5
Iteration 2

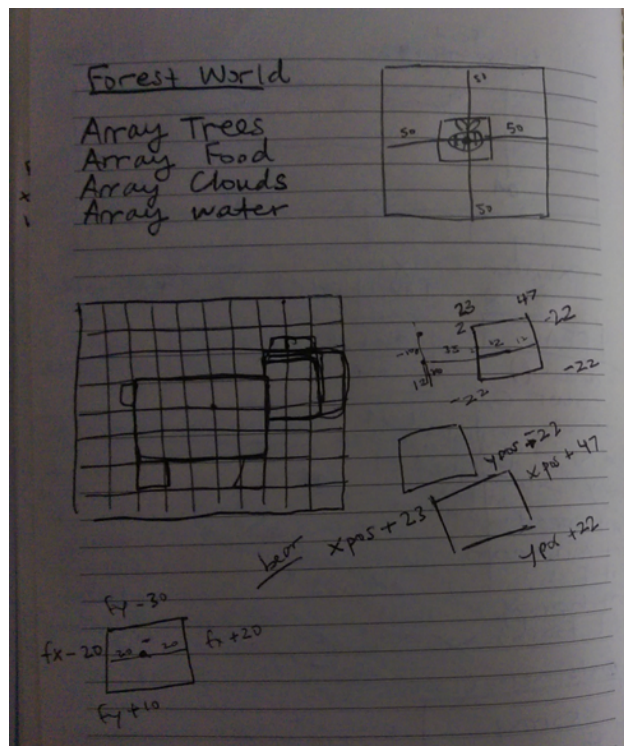
Process Documentation

The objective of the game is to guide the bear character through the forest using the arrow keys on your keyboard. Collect food (honey or mushrooms) along the way, while avoiding bees buzzing around. If you hit a bee, the bear will lose a life and you will start back at the beginning of the forest. Choose a difficulty level at the beginning - a safe forest has plenty of food and not many bees, a normal forest has more bees, and a dangerous forest has TONS of bees that makes it difficult to gather food safely.

This is a simple Mario-style game where the user controls a main character and navigates them through a world while trying to gather certain objects and avoid others. It's simple to play so users could be of all ages. I wanted to create an interesting and fun world that would have cute animations, so I decided to use an 8-bit graphical style, and a bear because I just like them.



These are very rough sketches of how I planned the game play. I originally was going to use water and fish as the bear's food and threat, but later changed it to honey and bees. I liked



having a moving object to challenge the bear, and it gave me more opportunity to create more danger.

In later iterations of the game, I also made the decision to restrain the bear to a set forest view. This kept the game more controlled and allowed for the forest world to always be changing, with new food appearing as the bear gathers them.

I think my code is very well organized and practices object oriented design principles. With this project, I especially played with the principle of encapsulation and had objects interact with each other through methods.