

## Pond King: Battle for Pond Supremacy

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GitHub: [emint0472/CSC170](https://github.com/emint0472/CSC170)

This game is called “Pond King: Battle for Pond Supremacy”, this will be somewhat like a battle royale style game. The gameplayer assumes the role of the Turtle which they move around the screen trying to capture prey for points. Meanwhile, they try to avoid their predator, the Alligator. The Turtle needs to eat Green Fish or Yellow Fish actors to get points. There are also obstacles the Turtle has to avoid, like the Alligator and the islands the Turtle will need to go around. A score board will be displayed in the upper left corner. As the user scores points, sounds will be played, also as the turtle eats its prey it plays a munch sound. Levels will be completed once all the Turtles prey has been eaten. Difficulty increases as the levels increase, changing things like the speed of the predator, and the Turtle's prey and the number of Alligators on the screen.

The Turtle actor will be controlled by the user using the W, S, A, D or the arrow keys. When two keys are pressed simultaneously, the Turtle can go diagonal. The Turtle's speed stays the same throughout but if he eats Fly, he gains a speed boost for a few seconds, so when difficulty is increased, it is actually more difficult. If the Turtle eats a Fly, he gains speed, if he eats a Green Fish he gains two points, if he eats a Yellow Fish he gains four points. When a collision is detected between the turtle and the alligator, the game ends.

The Predators in the game are the Alligator, the alligator, in early levels, randomly moves around the screen. In higher levels, the Alligator will change directions

towards the Turtle or its prey and will zero in on it. As the levels increase in difficulty, the number of Alligators also increases.

The turtle's prey are the Green Fish and the Yellow Fish or a Fly, when the Turtle eats the fish, he gains points, if he eats a Fly, he gets a speed boost. Each fish has a different amount of pointage, the Green Fish is two points, and the Yellow Fish is four points. The number of fish the Turtle has to eat on each level will increase or decrease as the difficulty increases. If the Turtle eats the Fly, he gets a temporary speed boost.

The game ends when the Turtle is eaten by the Alligator. The user's score is then printed onto a "Game Over" screen then compared to previous high scores to see if the user got the high score.