

## Pond King: Battle for Pond Supremacy

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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 Gold 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.

The Turtle actor will be controlled by the user using the W, S, A, D keys. When two keys are pressed simultaneously, the Turtle can go diagonal. The Turtle's speed stays the same throughout so when difficulty is increased, it is actually more difficult. If the Turtle eats a Fly, he gains one point, if he eats a Green Fish he gains two points, if he eats a Gold Fish he gains three 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 Alligator's speed also increases.

The turtle's prey are the Green Fish and the Gold Fish, when the Turtle eats these, he gains points. Each fish has a different amount of pointage, the Green Fish is two points, and the Gold Fish is three points. The number of fish the Turtle has to eat on each level will increase or decrease as the difficulty increases. The Fly actor can be eaten by either the Fish or the Turtle. If a fish eats it, it can get a temporary speed boost. If the Turtle eats it, he can also get 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. On this screen, the user can also choose to play again or exit.