GAME IDEAS

Catch the insects:

+ Objects: bees, butterflies, grasshoppers?

+ Background: simple not to confuse the players with the objects

+ Music: gentle, to soothe the irritation the game may cause for the players

+ Sound played when catching insects

+ Rules: use a net to catch as many insects as possible

- 60 secs/ round by default

- many bonuses: time extension, freeze the insects for 5 secs, rainbow effect, bigger net

- 2 levels:

+ 1.5x faster after each 50 insects catched

+ switching from day to night after 100 insects catched

+ Features:

- Pause/ Unpause (by pressing P)

- Season switching

- Save the game and restore it

- Mouse

- Extract as gif or mp4 or?

- "IA" code with Lua?

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TASKS

1. Objects: Nhu

- Find pictures:

+ 2 types of good insects: bees and butterflies

+ One bad guy

+ The net & its balloon & its transparent rainbow balloon

+ 2 static backgrounds

+ Bonuses: time extension, freeze, plus size

- Find music and short sounds

2. Background: Nhu

- Function for streaming music during the entire game

- Function for background:

+ switching from day to night after 100 insects catched

+ displaying background depending on the type of insects chosen

3. The insects: Nhu

- Function for randomly moving insects

- Function to identify EACH insect

4. The net: Tien

- Function for the net to catch the insects

- Function for 2 different sizes of the net:

+ increase size for 5 secs

5. The net's transparent balloon: Tien

- Function to gradually show the balloon when dragging the mouse

- Function to show the full balloon after dragging and letting go of the mouse

- Function to show the full transparent rainbow balloon when catching 5 insects

6. When successfully catching insects: Tien + Nhu

- Function to calculate the relative position of the net and the insects catched

- Function to count point

- Function to play short sounds

7. To regulate the velocity of the insects: Tien

- Normal at the beginning

- 1.5x faster after each 50 insects catched

- Stop the motion of the insects for 5 seconds when catching the "freeze" bonus

8. To count time: Dat

- 60 seconds/ round by default

- Increase time by 5 seconds when catching the "time extension" bonus

9. Features: Dat

- Function to detect the clicking of the mouse

- Function to detect the dragging of the mouse

- Function to pause/unpause the game

- Function to save the game and restore it