Ludum Dare 52

It's Corn!

# Idea

* Big fat green harvest button
* Corn gun that shoots corn
* Field is fenced in enter
* Birds come from every direction
* Basic birds fly in a straight line towards the closer the closest plant of that crop type
* Bigger birds maybe Hawks have more health
* When defeated birds blow up blow up into feathers
* White texture overlay effect when bird takes damage
* Big lump of corn with knobs for each bullet you can shoot
* Row of lumps for reloading
* Unused knobs are lost when we when reloading early enter
* Reloading takes a few seconds
* 8 bit corn song as background music
* Map zooms out and expand through the levels
* Scarecrows can be planted to slow birds down
* Pulsating ring effect around scarecrows
* They get placed with a keypress add the players position
* The oldest scarecrow is removed when placing a new one and none are remaining
* Upgrades at the end of the level can be more scarecrowse, gene modified larger corn, Large belt to store more lumps, faster movement speed, multishot, faster bullet speed, higher bullet range, higher bullet damage
* The further an upgrade is behind the more likely it is to be shown as an option
* Birds flee from the player when he gets to close (as fast as the player moves to keep their distance)
* corn moves in the wind, move head separate from leaves (stronger&&delayed)
* sell button to turn corn into money
* spawn Corn randomly with minimum distance between each other (rotated randomly?)

# Dialog

What is this?

It’s Corn!

Go and protect it!