Final Project Milestone 1 Hye Lim (Hannah) Kim

Title: Tory & Berry’s Adventure

For reference, Tory and Berry are my dogs, and their full names are Dotory (which means acorn in Korean), and Blueberry.

Gameplay: In this game, the player will be controlling one brown dog and one white dog simultaneously. The player must avoid incoming humans who will be roaming around the background, so they do not get distracted from their adventure. If caught, the player will lose. However, throughout the game, the player’s goal is to collect the acorns and blueberries that can be found throughout the map of the game, which will be the player’s score. If the player runs into pieces of chicken, the dogs will get smaller in size and faster in speed so that they are less likely to get caught by humans. However, if they run into toys that will distract their adventure, their sizes will become bigger and speed will decrease, making it easier to be caught. In order to win, the player must reach a bowl of chicken at the end. When the game is over, you will see on the screen the number of blueberries and acorns collected, and there will be a button to restart the game. In order to reach acorns, blueberries, chicken, or avoid toys and humans, the player must use the space button in order for the dogs to jump.

On the start screen, pause screen, and instruction screen, press the down arrow to choose a state, and press select to select the button.

Use the left, right, up, and down arrow keys to move the dogs across the background map.

Ideas for how to implement concepts in code: I will be using a state machine to go through the different phases of start, instructions, game, and pause.

I will be updating the velocity and size of the dog sprites whenever they reach a toy or chicken.

The cheat will be if they run into a red ball toy, then the player will win.

The dogs will be having different frames when walking to make it as if they are walking.

The background will move when the dogs reach the edge of the screens.

The space bar will be used so that the dogs can jump to reach certain objects listed in the game play.

For the music, there will be a continuous loop of the Dogz (Nintendo DS) OST for the start, instructions, and game states, and there will be a sad background music when the game is at the lose state, and there will be the Jeopardy theme song.

Rough sketches for art:

Diagram

Description automatically generated