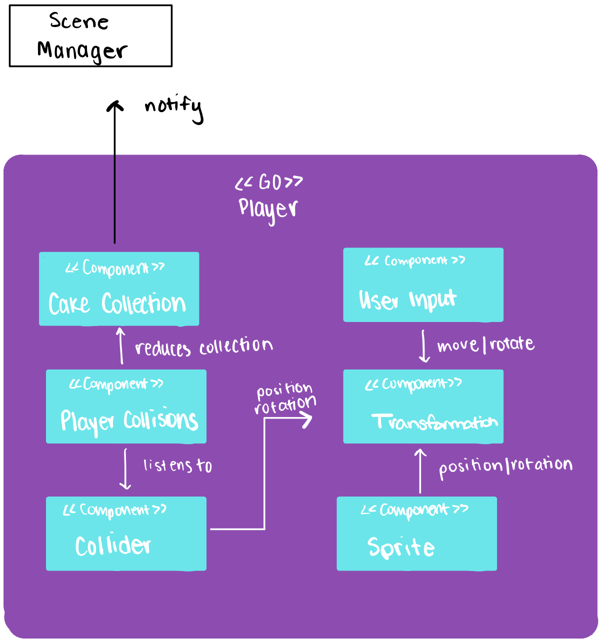
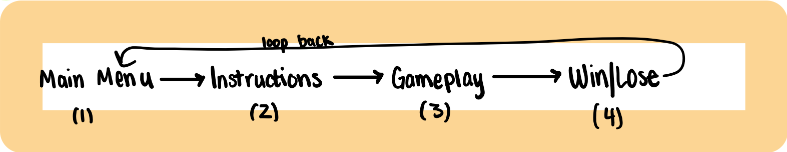
DUCK DUCK CAKE
Design



Sequence of Events: Screen Play



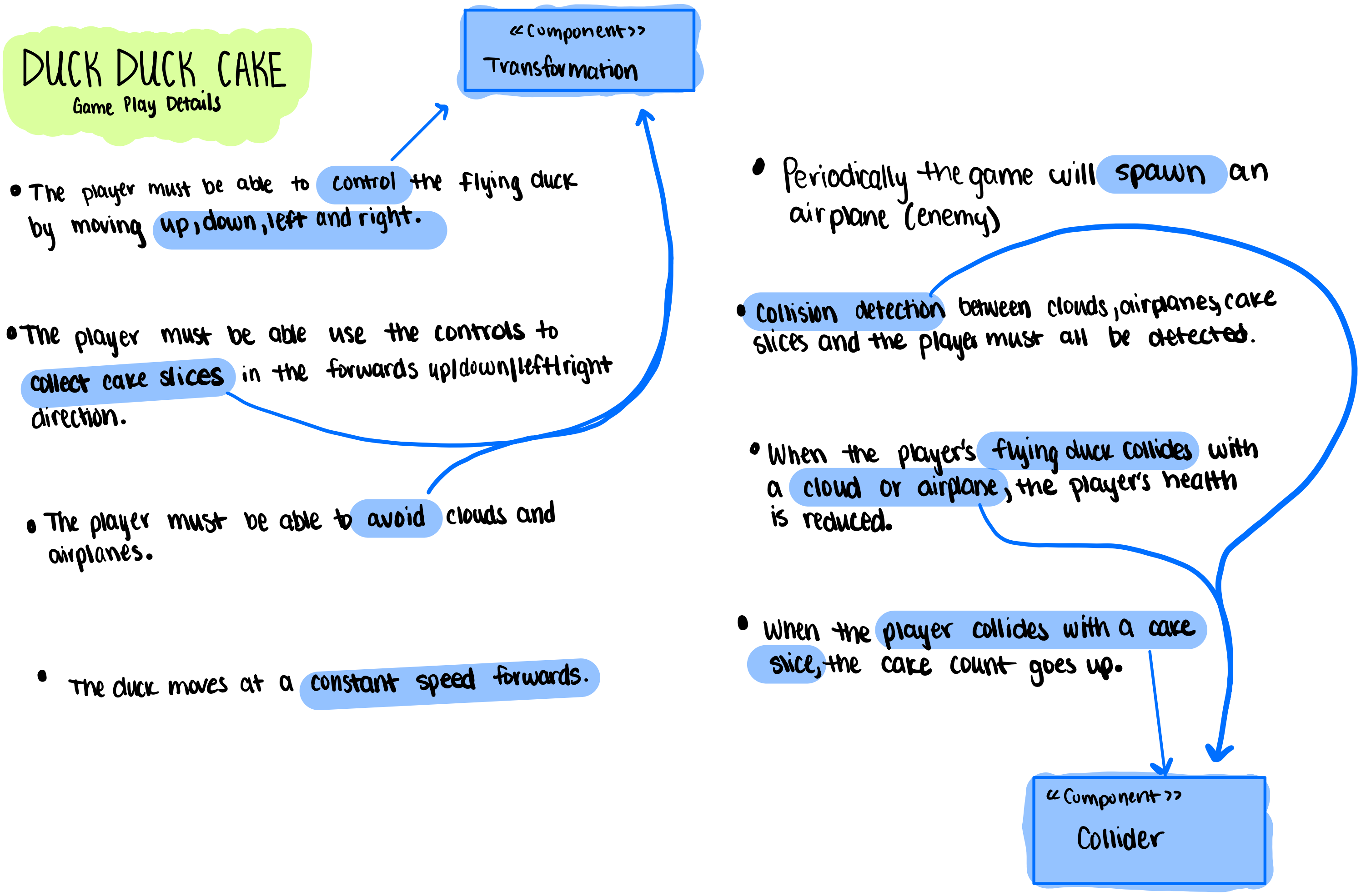
(1) user is presented with main menu game objects, rule-play, & what the objective is

(2) instructions are all listed, user is given controls & <u>HOW</u> to play

(3) player begins game, collecting set amount of cake slices, scene manager — "baker" — keeps track of cake slices collected.

(4) If player runs into an obstacle (cloud or airplane) then they must start over, if a player collects all cake slices without colliding and within the given game time... They win. If a player collides 2+ times OR doesn't collect enough cake... They lose.

(5) Loop back to start.



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Game Play Details

- The player must be able to control the flying duck by moving up, down, left and right.
- The player must be able use the controls to collect cake slices in the forwards up/down/left/right direction.
- The player must be able to avoid clouds and airplanes.
- The duck moves at a constant speed forwards.

«Component»
Transformation

- Periodically the game will spawn an airplane (enemy)
- Collision detection between clouds, airplanes, cake slices and the player must all be detected.
- When the player's flying duck collides with a cloud or airplane, the player's health is reduced.
- When the player collides with a cake slice, the cake count goes up.

«Component»
Collider

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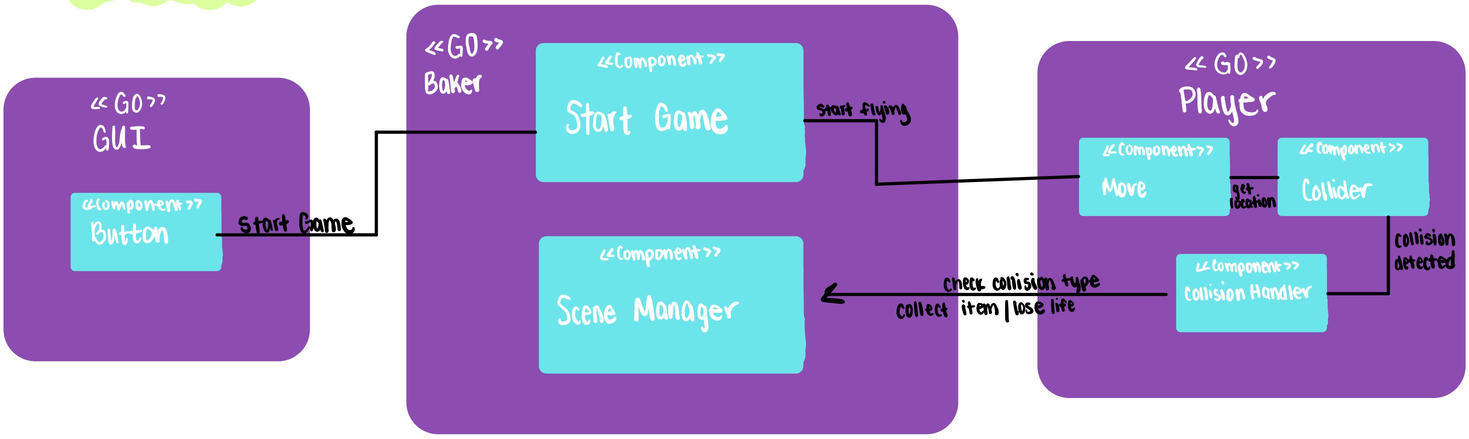
Game code structure



*note scene manager is like a referee, except in Duke Duck Cake, we call it a baker

*note collision handler will check if the collision was with an obstacle or a cake slice, if collision with an obstacle, remove one life (out of 3) and start player over (time still runs). [player loses XX seconds], if collision is with cake slice, add to cake count and continue game play.