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Game Programming Blob Game Plan

Alpha Sprint

* Create and instantiate Food, Enemy, and Player sprites
  + Create random food movement
  + Create enemy movement that follows the player
  + Create random enemy movement when the player has eaten all the food and leveled up
* Create a background that can be moved when the arrow keys are pressed
* Move view screen (background and non-player sprites) when arrow keys are pressed
* Use a scoring feature to count food eaten and later enemies captured

Beta Sprint

* Add music and sounds
* Replace placeholder art assets
* Create a introduction screen
* Add visual effects for loss of life (ex. screen flash, etc.) and food eaten
* Possibly add animations (animations always make games look so much better)