**Field Day by Flying Squirrels**

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It’s field day and everyone is trying to enjoy their delicious treats- including the ants. The game setting takes place on a picnic blanket. There will be rocks, foods, an ant and a human on the screen. Certain foods will randomly pop up on the screen and disappear in ten seconds. The objective of this casual, single player game, is to get the ant to the food before the human reaches it and before the food disappears. The human will be randomly moving across the screen just like the zombie in the zombie game. As an extra obstacle, the ant has to avoid the rocks to get to the food. Every time the ant gets a piece of food you gain 10 points. You need to gain 100 points in order to win the game. Every time the human gets a piece of food 20 points are deducted. If the ant bumps the rocks 1 point will be deducted. Once in awhile for 20 seconds, an animation of donuts will appear- this is the power up. If the ant eats the power up it gains 50 points. If you have less than zero points or the human collides with the ant the game ends. We will use the keys up, down, left, and right to move the ant.