

UNTITLED FARM GAME

“Untitled Farm Game” is a 2D top-down view retro style game where you play as a goose attempting to escape a farm. Along the way, you will have to collect keys to progress to the next level while avoiding traps and farmers trying to catch you. There are also bonus rewards(ex. apples) you can optionally collect to increase your final score at the end of the game. The levels will be set up like mazes with barriers (ex.fences, trees) blocking you from moving freely to add challenge. You will have three lives (HP) to complete these levels or else the game will end and your final score will be recorded.

The overall plan is to implement this as a tile-based game with individual maps making up roughly five different levels. Each map will be made up of tiles (also known as cells) that the players and enemies can move between. The player will use WASD on their keyboard to move between the tiles. Rewards and traps will be placed on these tiles and will activate when the player steps on them. Barriers will exist around the map stopping the player from moving if they attempt to move to a tile with a barrier on it. The regular rewards (keys) are required to move on to the next level, while the bonus rewards (apples) can restore health and/or increase your score. The traps will lower the players health and lower their score. If their score is lowered below zero, the game will end. While playing, the enemies (farmers) will attempt to move towards the player and catch them. If caught, the player will lose a life and have to restart the current level with one less life than the three they started with. Once the player has successfully collected all of the keys on the level, they will need to move to the exit tile to progress to the next level. Once at the exit tile, the game will check if the player has collected all of the required keys and not progress them if there are keys not collected. If the last level is completed, the game prints the ending screen which records your current score and shows the highest score.

The game will have a start screen, credits screen, game over screen, and pause screen. Many of these screens will have buttons to start the game, unpause, quit, etc. These will be implemented as buttons that the player can interact with by using their keyboard to move between and select options. The player's score and overall game state will be saved for future playthroughs and their high score will be displayed on the start screen.