

# Ninja Wood

Outline:

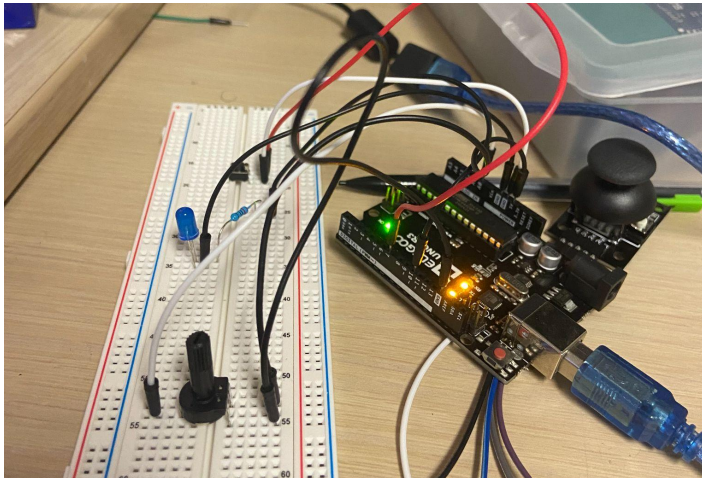
P5:

- A. SpriteSheet
- B. Sound
- C. Overall Gameplay
- D. Gamestart and Game over screens
- E. Timer
- F. Score

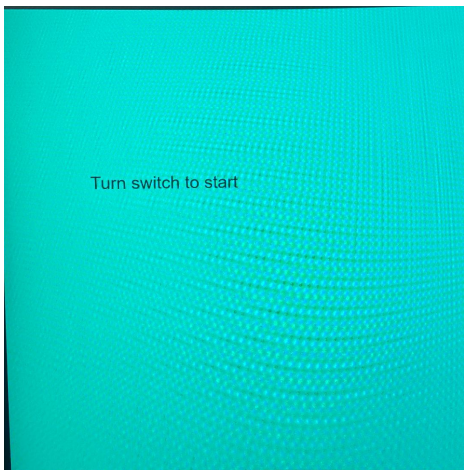
Arduino:

- A. Communication
- B. Potentiometer controls the game
- C. LED lights up when ninja isn't moving

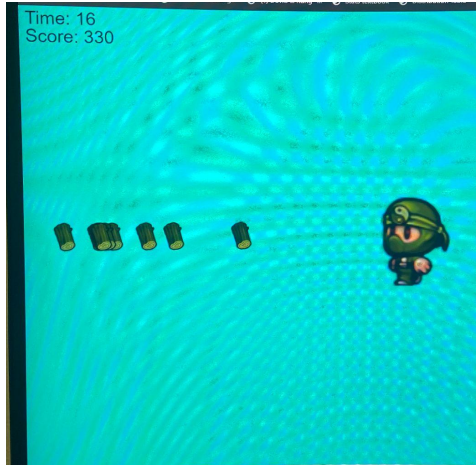
Images:



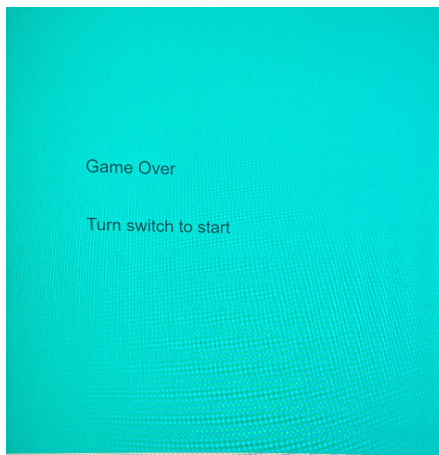
Arduino ^



Game Start Screen ^



Screen While Playing^



Game Over Screen^

#### Summary of Game:

Ninja Wood features a ninja moving left and right trying to collect his lost wood. When the ninja moves over a piece of wood, he “collects” it and gains 10 points. A new piece of wood now spawns in a random location on the screen. He has 30 seconds to try and pick up as many pieces of wood as he can before the game ends. Once it ends the game over screen shows and the player can turn the switch if they would like to play again.

#### Things I would change in future development:

- Add a button to be able to switch between x and y axis so he can move up and down as well.
- Make wood be able to spawn on a different Y axis as well so you're not just moving left and right.
- Add hazards so the user would have to go around them to collect wood.

- Add lives so if you hit hazards more than 3 or so times the game ends regardless of the time. (High Score would not update in this scenario)
- Add a highscore function that displays the user's high score at the game over screen.
- Add more complex music.

Video Link:

<https://youtu.be/ry2gbp1KcRI>