

Group 11

Overall Plan:

The project will be divided into two parts: frontend and backend. Frontend developers are going to work on the user interface and visuals. Backend developers are going to work on implementing the logic of the game. Group 11 members will constantly communicate in the discord throughout the different phases and hold a meeting if needed. The group will benefit from the Lightweight Java Game Library to help with the implementation.

Brief Game Description:

- A player controls the main character, squirrel, around the 2D board and must collect all the acorns to proceed to the next stage and obtain higher points.
- A player should avoid punishments such as cookies and potatoes that reduce the squirrel's speed.
- Throughout the game, Raccoons chase the squirrel, and if Raccoons successfully end up in the same cell as the squirrel, the game ends.

Squirrel (Main Character, controlled by the user) <Non-stationary>

Good (+):

- **Acorns** (user must collect all the acorns to go to the next stage, + points) <Stationary>
- **Oranges** (max one spawns for each stage, speed boost for the rest of the stage, no points.) <Stationary>

Neutral:

- **Portal** (gets created once all the acorns are collected) <Stationary>

Bad (-):

- **Raccoons** (enemy, controlled by AI, chases squirrel) <Non-stationary>
- **Cookies** (makes movement slower if collected, - points) <Stationary>
- **Potatoes** (makes movement slower if collected, - points) <Stationary>