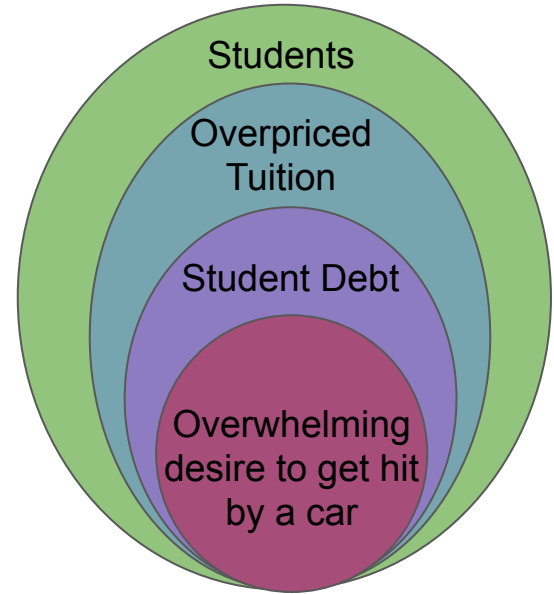# Cash Crash

By Kyle Boxeth, Jessica Kwok, Jason Shin, Jimmy Zhu

Premise and Goals

- You're a student with student debt
- You thought of a great idea to make money
  - Get hit by tons of cars (without dying)!

It really do be like that*

Contributions

- Kyle - Balance Changes, Collecting Feedback, Construction Mechanics
- Jess - Artwork, Menu Buttons, Tutorial Page
- Jason - Player Movement and Camera
- Jimmy - Buttons and General Bugs

Feedback

- Sound effects were annoying (ouch)
- Health Pack bug where you can run over the health pack multiple times
- Character hitbox was too big
- During play exit menu
- Health at 0 bug
- Needs more incentive to continue moving forward/not stay on grass

Feedback Changes

- General Sprite and Sound Effect Additions
    - Prettied up the buttons
    - Integrated menu appearance
    - Added in game background songs
    - Added a health bar and money indicator
    - Added a tutorial
    - Return to menu button
- Character Changes
    - Smoothed out character movt and camera movement
    - Added walking animations and walking sound effects
    - Made a new sprite for a character

- Game Mechanic Changes
    - Reduced health pack and ambulance frequency
    - Randomized delays between cars
    - Fixed health pack bug
    - Added a construction feature that kills and limits rest time
    - Decreased hitbox size for character
- Unaddressed Feedback
    - Key input queuing
    - Personal issues with the sound effects
    - Leaderboard

Projected Updates for Next Time
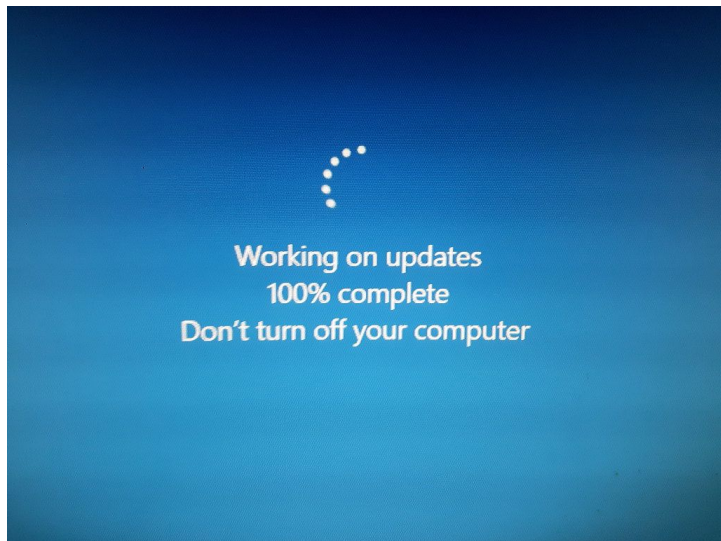
- Incentives to keep playing
  - Leaderboard to track scores
  - In game milestones
- More items
  - Double car value for short amount of time
  - Increases movement speed
- Player movement
  - Queue movement input for smoother gameplay
- General feedback from the class