William E. Fields Jr

Class Thursday 6.00-9.45

Prototyping

Ants getting around the wall

The idea is it’s the year2020 and Trump has built the wall between The U.S.A and Mexico, you are trying to get around the wall to get food for your family, the catch is you are an ant, cartoon based.

This is going to be a 2d plat former game.

This is going to develop for arcade.

This is going to be develop for kids.

The Budget free not really worried about the money for of the fun of the game, time 2 weeks

I want the emotions of player to laughing

Some emotions because of Cartoon based to make them laugh, maybe like comic book balloons to make them laugh

Think of the game digger but you’re an ant trying to get under the Trump wall

Space key will allow u to dig

The loop is you start you’re an ant you move back and forth picking up food when the guard above the ground shines light if you’re in the light the wall falls and you lose.

Minimum Required Features

* Make player move back and forth between two points
* Stop player from moving when pressing the spacebar (think disabling the script that move’s the player)
* Pick up and drop food
* Create detection box using box collider 2D trigger
* Use same move code from player to move the “guard”