

Planning for Chicken surviving game

First edition of the planning

GAME IDEA

Timer & Counter * Pick worms * Avoid * Lay egg

GOAL:

- * Don't get eaten by the fox
- * Pick worms
- * Lay an egg after 5 worms
- * Hatch 1 chicken every 2 minutes and they are going to follow hen in line.
- * Hatch as many chickens as possible in 2 min.

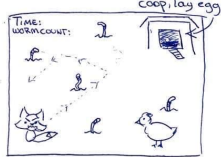
FUNCTIONS:

- * Movable hen ex. ← → buttons or click mouse
- * Picking up worms, click to eat the worm
- * A fox runs around, when hit = game over
- * Hiding "boxes"?

* "Maybes"?

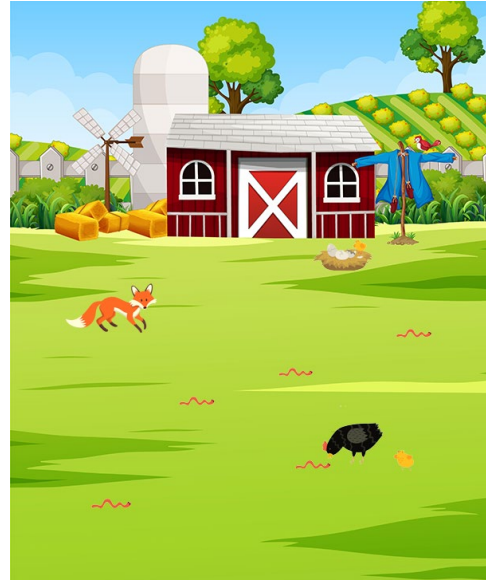
- * Hatched chickens follow hen = longer and harder to not hit fox
- * Accelerating fox over time

coop, lay egg



An overview of the ground
- hen - fox - worms - coop - timer - counter

Second edition of planning



"It is a game where you have to help a chicken survive. The hen lays one egg after eating five worms (which randomly appear on the game screen). If the player continues to play for more than two minutes (the exact time has not been decided yet), one baby chick will hatch and follow the hen. The number of baby chicks will increase, forming a line that follows the mother hen. However, the hen and her chicks must avoid the fox at all costs, as touching the fox will result in death.

- We will use images in the game (.png format) instead of designing everything in p5
- The hen will move with directional arrows
- The hen eats the worm by clicking mouse
- Fox will randomly move in the play screen
- As the player continues to play, the number of baby chicks in the line will increase, making it more challenging to evade the fox