

Project plan final game

Description of our game

Our thought is to make a game where a meerkat is supposed to cross roads in the savanna without being eaten by other bigger animals.

We will have “roads” where there will be animals as obstacles, and a river with logs as obstacles, the logs will be moving all the time.

Features

- Obstacles (animals as enemies)
- The arrows for controlling the meerkat
- Low skills acquired
- Savannah environment
- (Game-timer)
- (Different difficulty levels)

What screens do we need?

- Start screen-Start button, instruction button
- Game screen- the actual game
- Lose screen- sad meerkat
- Win screen- Happy meerkat holding up a nut

How do we control our game?

- up arrow
- down arrow
- side arrows

Walkthrough (potential additional features)

You will be controlling a meerkat in the savannah. The goal is to move forward over roads and a river by using the up arrow. While walking forward, there will be obstacles to avoid, these will be animals and cactuses. You avoid these obstacles by using the two side arrows. If you touch any of these obstacles, you lose. You win the game by reaching a nut that lies on the other side of the road, this without touching any obstacles.

Additional parts could be:

- If we have time, we will add a timer so that you have to reach the goal within a certain time.
- Different levels of speed (higher speed would make it more difficult)

Our time schedule

Week 1- 20-24

The first week we will make our character and the background for the game.

Week 2- 25-01

The second week will make the character move and all the other functions we need to make the game work.

Week 3- 02-03

Finishing touches, is there something that is missing we will do that. If we have time we will fix a timer for the game.

How do we plan to work together as a group?

We plan to sit in school everyday and work together with every part of the game.

Storyboards

