

At first I had a few ideas and took a look at some possible drawings of a mouth and a doughnut on the internet.



I made a mouth and a doughnut and uploaded it as the characters for my first game and I have the moving functionality as well.

I need to fix the idea of how to make it slow so the scenario that i have in mind works. There are a few game states that I have in mind that I need to work on designing:

1. Start screen
2. Instruction and how to play
3. Result screen for win condition
4. Result screen for lose condition

And with these different states, I need to make buttons such as:

1. Start
2. Instructions/how to play
3. Menu
4. Play again

Every state will have different buttons that need to work and I need to make them work and fix the functionality so that it goes into different states. After that I need to put an if statement on how you will win and one for how you will lose. Putting them all together will make a functional game. My plan is to finish this as soon as possible, maybe in a few days to be able to work on other assignments early. My aim is to present the game on Friday (15th November).