

The theme of the game that I'm making is a bee landing on a flower. Where the player needs to have low enough velocity to land on a flower without getting hurt. Having too high velocity will result in a "game over" screen having just the right amount of velocity will result in "game won".

Must have mechanics:

- Linear velocity
- Control thrust/velocity with space button

The plan of execution:

- Bee character has been created from previous assignment → use in game
- Make 4 screens(start, main game, game over screen, won screen)

Start Screen

- Start screen with short message of the game goal
- And description on how to start game/ game mechanics

Main Game

- Bee falling vertically from the top of the screen
- Have an outdoors theme(sky, clouds, nature etc.)
- Add velocity mechanic so the player can slow down the bee
- Add flower element on the bottom of the screen that acts like the "landing platform"

Extras to be added if sufficient time exists:

- Flower able to move on the bottom of the screen
- Add more extra graphical elements(logo for title of game, environment with grass and mountain in main game)

Game over screen:

- Short message stating the game has been lost

Game won screen:

- Short message stating the player has won the game

Sketch:

