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Intro to Game Development

Snacktime Slalom

Snacktime Slalom is a two player game where players control the level and an armadillo, and must race their armadillo to the finish line(a piece of fruit). Each player controls half of the level, and by moving the arrow keys, they can rotate and slide the platforms. They must roll the armadillos through the level, and the only control they have over the armadillo is jumping. Because the key to winning is gaining momentum, the players may reset their armadillo if it is rolling too slow, or it gets stuck somewhere. The players must use the bouncy walls to keep their momentum and guide the armadillo. There are five levels, and the first player to win three levels wins the game.

The levels become increasingly difficult, with more rotating platforms, and a few new mechanics like dangerous rotating platforms, and bouncy surfaces. Within each level, if the player dies they are immedietly reset at the start of the level. Because the levels are very short, they take players a few tries to complete. The whole game is fairly short, so players won’t get too frustrated with any levels they can’t complete.

The first level is simple with only one sliding platform, and a few rotating platforms. If the player drops off of the platforms they will die and be reset, but the second level has dangerous spikes under the platforms so the players must learn how to effectively jump off of rotating platforms. The third level is the most difficult, in order to prevent one player from quickly winning, and the players must move the armadillo down and up through many sliding platforms. The fourth level introduces dangerous rotating platforms that the players must move out of the way of the armadillo. The fifth introduces bouncy platforms, and this level is short but difficult to create tension because it is a tie-breaking level.