Ja’ire Vaughn 2/12/18

David Antognoli

Advanced Game Engine Scripting

Project 1 Outline

**CONSUMO**

* Consumo will be a four player versus game where each player plays as a Sumo wrestler that bounces other players into hazards.
  + Healthy food, Rotten food, and Blowfish will spawn across the screen that affect the players in different ways.
    - Colliding with Healthy food will increase the player’s size at every 100 pounds.
    - Increasing their size increases the player’s power and size which will make their collisions with other players will push them further while making them an easier target for hazards.
    - Rotten food decreases the player’s size and power creating the inverse effect.
    - Colliding with a Blowfish will instantly kill the player, taking one of their lives and making that player respawn.
  + A player that exits the ring will respawn without losing a life.
  + Respawns give 2 seconds of invulnerability.
  + The size of Food and Hazards scales with the weight of the players to give power or higher risk of death as the game goes on.