



BUNNY BURROWS

THE CARROT CATCHING GAME

By Joanna Lam

The goal of *Bunny Burrows* is to catch as many carrots as possible so you can bring more carrots home to your family. This resembles a cathartic user interface in that players will feel satisfied and complete catching all the carrots. If they miss one, they will have to go back in order to feel successful and accomplished. *Bunny Burrows* was created with python 3, PyGame and the Raspberry Pi 3.



The overall aesthetic was meant to be cute and happy. Bunnies are seen throughout UCSD's campus, but mainly in Warren College.

LEVEL 1: WARREN

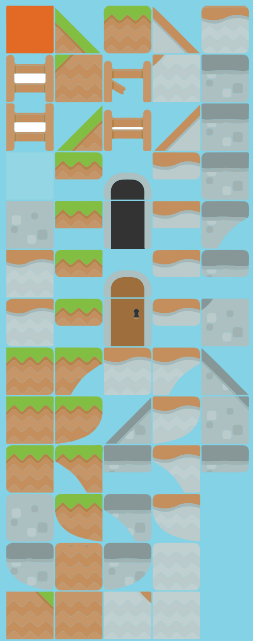
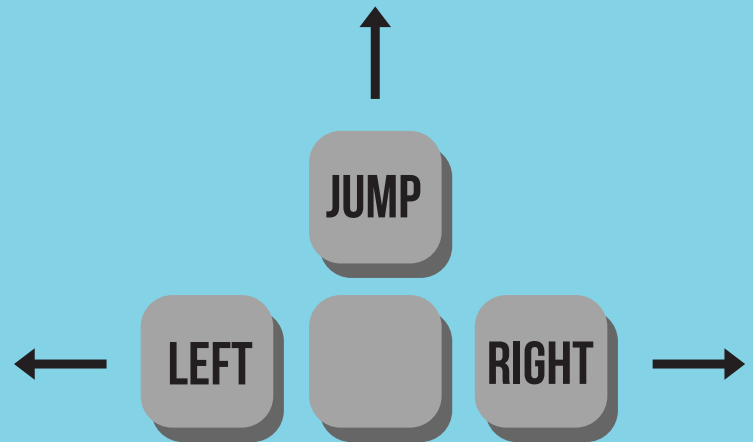


BEHIND THE SCENES

SPACE BAR

SHOOT HEARTS INTO THE SKY

[The hearts can also catch carrots if the player was below the platform]



The animated character was made using sprites in a spritesheet (right). The platforms of grass and rocks were also made into a spritesheet (left). The rock platforms were used as moving platforms where the grass ones were stationary. Clouds were also used as moving platforms, but were imported separately as images.

In the second installment, I hope to create a Bunny Burrows Part 2 where the bunny travels to Sixth College and encounters some nasty raccoons.

