**Game Title and Concept:**

*Can Crusher*

You play as a part-time factory worker whose only responsibility is to press a button and crush cans as they come down the conveyor belt. Can you beat the monotony of repetitive factory work that could be done by a robot, and become the greatest employee that Crusher Inc. has ever seen? Or will your boss catch you slacking off, letting cans go uncrushed?

**Gameplay and Mechanics:**

Empty aluminum cans will travel down the conveyor belt towards the crusher. The crusher is controlled by pressing the spacebar. This will make the hammer come down and crush the cans if they are in the crush zone. It is up to the player to determine where they think the hammer will land, but it lands in the same place every time. The player loses if any cans get past the crusher in 10 seconds.

**Basic Requirements:**

* My game was created in Unity 2D.
* My game can only be played by one person, as there is only one control scheme involving a single button, Spacebar.
* A mouse is not required for this game, but a keyboard with a spacebar is.
* The gameplay section of my game has a 10 second countdown timer, so it is exactly 10 seconds every time.
* There is a 2 second text tutorial that pops up when you start playing.
* The text tutorial indicates that you should not miss any cans when you crush, or you will lose. Winning requires that you don’t miss any cans in the 10 second time period.
* The end game sound effects and graphics last 2 seconds, but it is up to the player to exit the game, so the screen will linger until exited.
* My game is not a clone of any other project or unity tutorial, as far as I am aware.

**Audio Requirements:**

* I have some industrial zone, midnight jazz vibes playing during the 10 seconds of gameplay. This music was acquired from Fesliyan studios, a royalty free music website.
* My game starts the first 2 seconds with sounds of the conveyor belt running. This sound was acquired from Fesliyan studios.
* The endgame sounds are a human celebration sound, and a sad instrumental to match the jazz of the gameplay. This music was acquired from Fesliyan studios.
* In addition to the conveyor belt sound, the cans make a metal crunching noise when they are flattened by the crusher.

**Visual Requirements:**

* I found some vector art online for a background. It is no longer the default unity blue, but an image of a busy factory.
* The crusher and its animations, the conveyor belt and it’s animations, as well as the game timer were made by me in an online pixel art program.
* There is a smoke particle effect that comes out of the crusher machine when the game starts
* There is a countdown timer visible in the game at all times.