Jammin' Eats Project Development Summary

🕹️ Jammin' Eats Project Development Summary – April 2025 Update

🎮 Project Overview

Jammin' Eats is a vibrant 2D top-down game where players control **Kai**, a food-slinging delivery hero navigating a reggae-meets-cyberpunk beach city. The game emphasizes fun, flair, and food, combining fast-paced gameplay with colorful character and environment design.

🔧 Current Features

✅ Core Systems

- **Game Loop**: Smooth transitions between menu, gameplay, and game-over states.

- **Player Mechanics**: Directional movement, idle/walk animations, and cooldown-based food throwing.

- **Customer AI**: Spawns dynamically with food preferences, patience timers, and visual indicators.

- **Food Types**: Four stylized dishes – *Tropical Pizza Slice*, *Ska Smoothie*, *Island Ice Cream Jam*, and *Rasta Rice Pudding* – each with unique sprites and logic.

- **Particles & Feedback**: Particles show for spawns, food hits, and success. Visual cooldown bar and patience meters give HUD feedback.

✅ UI & Interactions

- **Buttons**: Interactive Start, Exit, and Restart buttons with hover states and sounds.

- **HUD Elements**: Displays score, missed deliveries, and cooldown status.

✅ Audio & Visual Assets

- **Fallback logic** for missing assets ensures the game runs even if images or sounds fail to load.

- **Programmatically generated backgrounds** for menu and game-over screens match the beachy vibe.
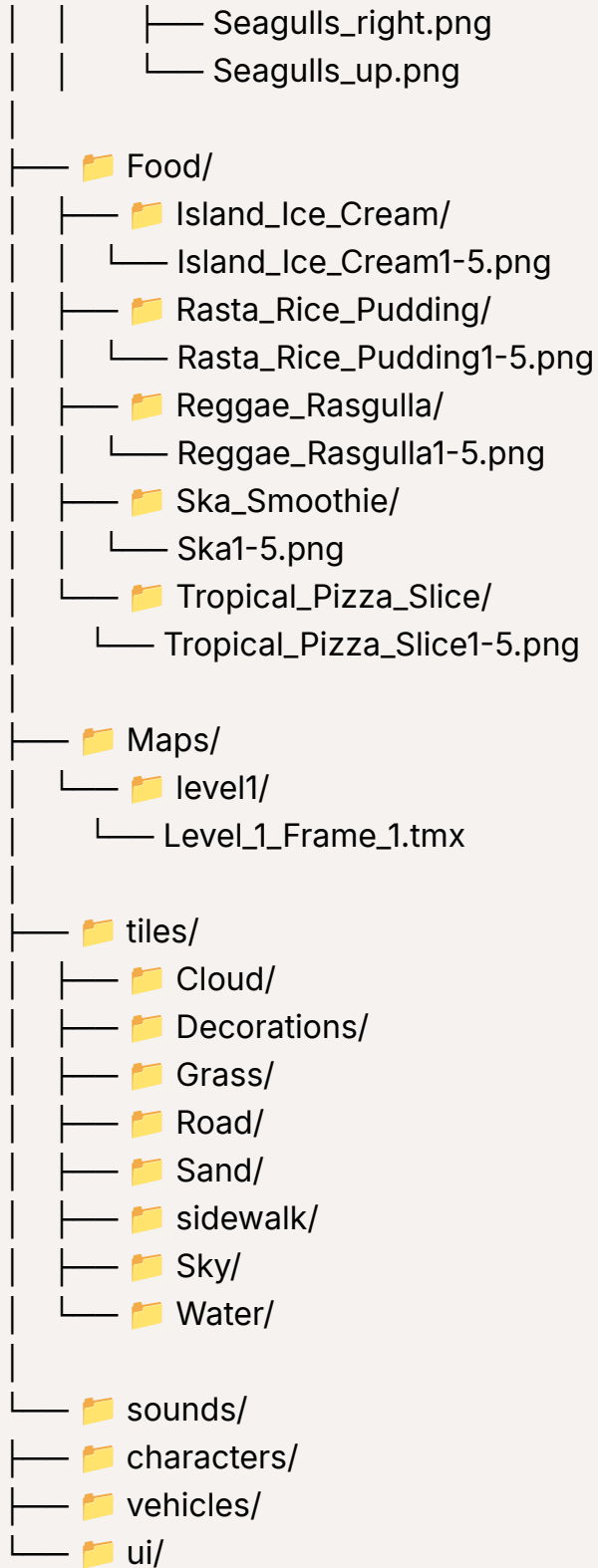
🛠️ Technical Development

🔗 Integration

- **Database**: Local SQL Server Express + SSMS setup; structured tables for players, sessions, food, UI, and characters.

- **Cursor IDE**: Transitioned from PyCharm to **Cursor** for AI-assisted development and seamless git integration.

- **GitHub**: Active version control workflow established.

📂 Updated Folder Structure

```
📁 `JamminEats/`

📁 assets/
│
├── 📁 backgrounds/
│   └── level1.png
│
├── 📁 sprites/
│   ├── 📁 characters/
│   │   ├── 📁 kai/
│   │   │   ├── kai_up.png
```

```
|   |   |   ├── kai_down.png
|   |   |   ├── kai_left.png
|   |   |   └── kai_right.png
|   |   |
|   |   └── 📁 customers/
|   |       ├── Customer_Lady_1_down.png
|   |       ├── Customer_Lady_1_left.png
|   |       ├── Customer_Lady_1_right.png
|   |       ├── Customer_Lady_1_up.png
|   |       ├── Customer_Lady_2_down.png
|   |       ├── Customer_Lady_2_left.png
|   |       ├── Customer_Lady_2_right.png
|   |       ├── Customer_Lady_2_up.png
|   |       ├── Customer_Lady_3_down.png
|   |       ├── Customer_Lady_3_left.png
|   |       ├── Customer_Lady_3_up.png
|   |       ├── Customer_Lady_4_down.png
|   |       ├── Customer_Lady_4_left.png
|   |       ├── Customer_Lady_4_right.png
|   |       ├── Customer_Lady_4_up.png
|   |       ├── Customer_Man_1_down.png
|   |       ├── Customer_Man_1_left.png
|   |       ├── Customer_Man_1_right.png
|   |       ├── Customer_Man_1_up.png
|   |       ├── Customer_Man_2_down.png
|   |       ├── Customer_Man_2_left.png
|   |       ├── Customer_Man_2_up.png
|   |       ├── Customer_Man_3_down.png
|   |       ├── Customer_Man_3_left.png
|   |       ├── Customer_Man_3_right.png
|   |       ├── Customer_Man_3_up.png
|   |       ├── Customer_Man_4_down.png
|   |       ├── Customer_Man_4_left.png
|   |       ├── Customer_Man_4_right.png
|   |       ├── Customer_Man_4_up.png
|   |       ├── Seagulls_left.png
```

```
|   |       ├── Seagulls_right.png
|   |       └── Seagulls_up.png
|
├── 📁 Food/
|   ├── 📁 Island_Ice_Cream/
|   |   └── Island_Ice_Cream1-5.png
|   ├── 📁 Rasta_Rice_Pudding/
|   |   └── Rasta_Rice_Pudding1-5.png
|   ├── 📁 Reggae_Rasgulla/
|   |   └── Reggae_Rasgulla1-5.png
|   ├── 📁 Ska_Smoothie/
|   |   └── Ska1-5.png
|   └── 📁 Tropical_Pizza_Slice/
|       └── Tropical_Pizza_Slice1-5.png
|
├── 📁 Maps/
|   └── 📁 level1/
|       └── Level_1_Frame_1.tmx
|
├── 📁 tiles/
|   ├── 📁 Cloud/
|   ├── 📁 Decorations/
|   ├── 📁 Grass/
|   ├── 📁 Road/
|   ├── 📁 Sand/
|   ├── 📁 sidewalk/
|   ├── 📁 Sky/
|   └── 📁 Water/
|
└── 📁 sounds/
├── 📁 characters/
├── 📁 vehicles/
└── 📁 ui/
```

🧩 Future Plans

🎨 Asset Development

- Complete **food truck sprite**

- Add more **customer designs**

- Expand **backgrounds and environments**

☁️ Cloud & Database Expansion

- Azure SQL migration for cloud access

- Cloud-based **leaderboard and save states**

🧠 Gameplay Evolution

- Add **power-ups**, day/night cycle, and **progressive levels**

- Refine **food preferences** and bonus logic

🔄 3D Roadmap

- Begin prototyping **3D assets**

- Design scalable systems for future 3D transition