


Jammin' Eats Project Development Summary

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 Jammin' Eats Project Development Summary – April 2025 Update

Project Overview

Jammin' Eats is a vibrant 2D top-down game where players control Kai, a foodslinging 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

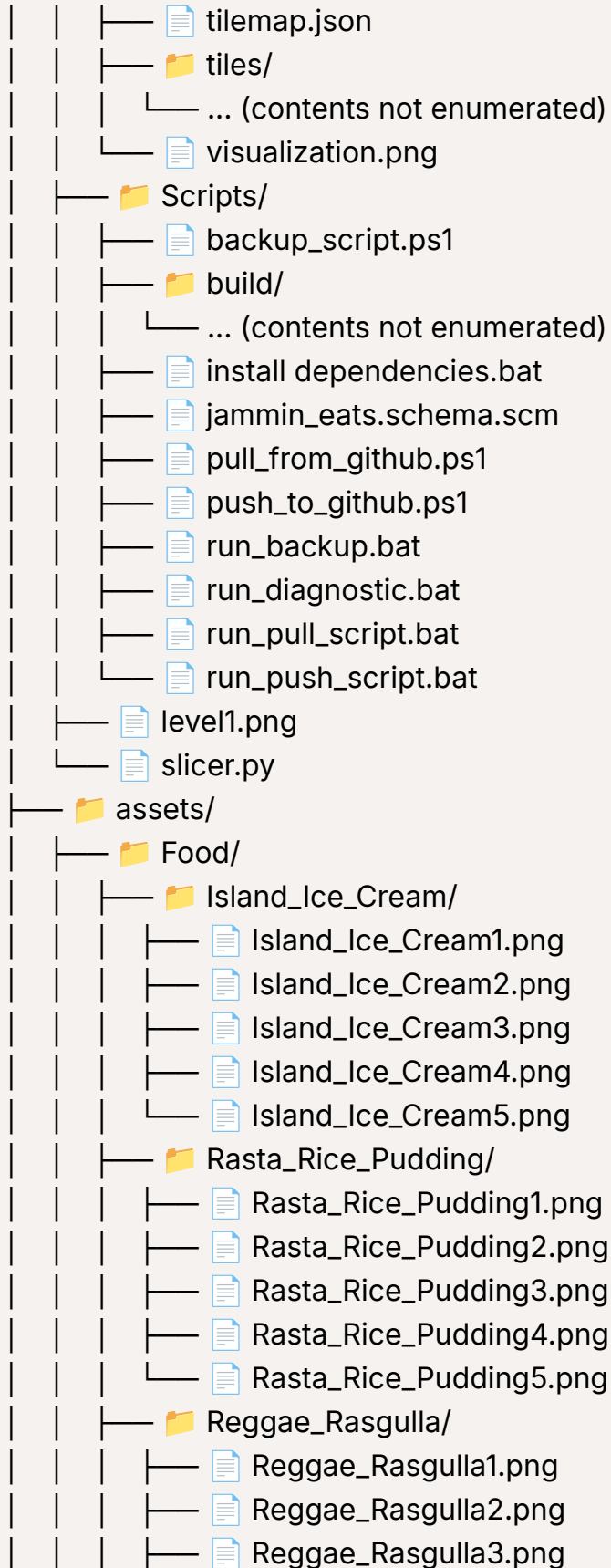


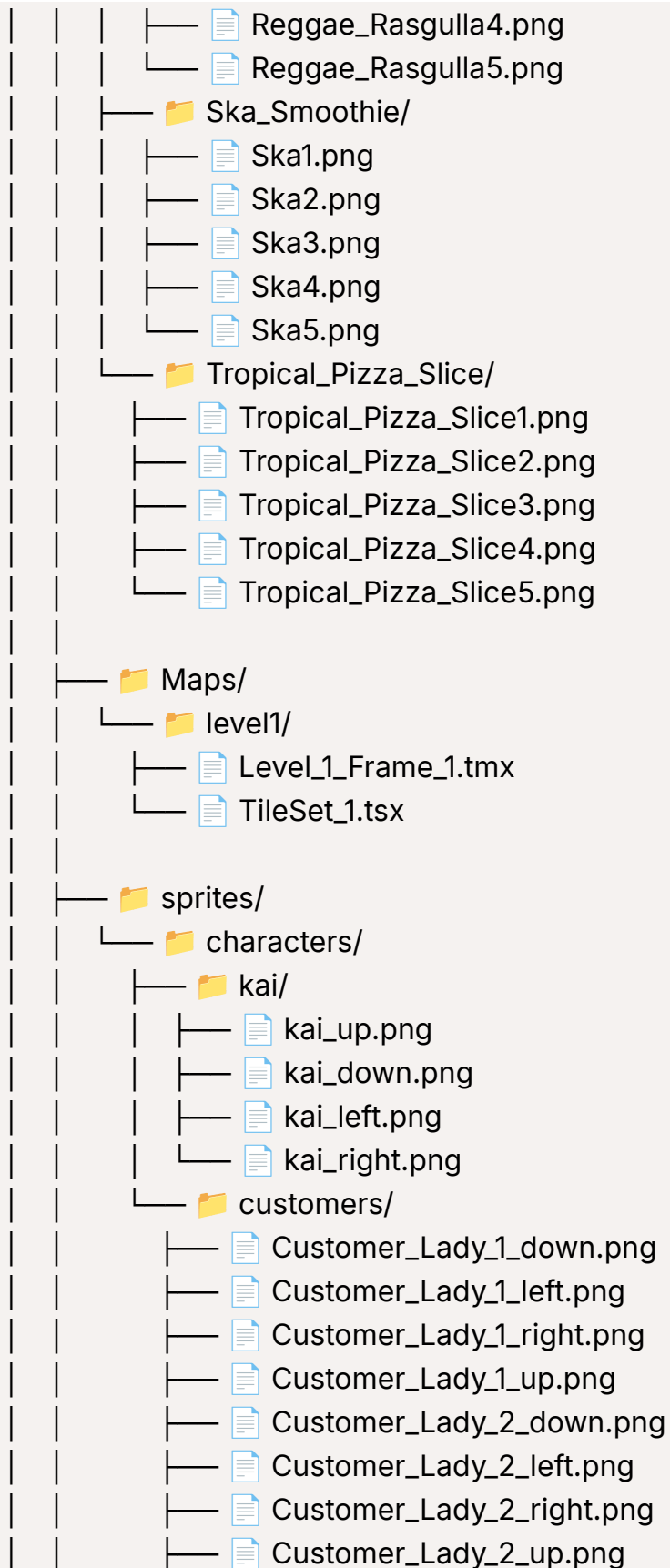
Jammin-Eats/

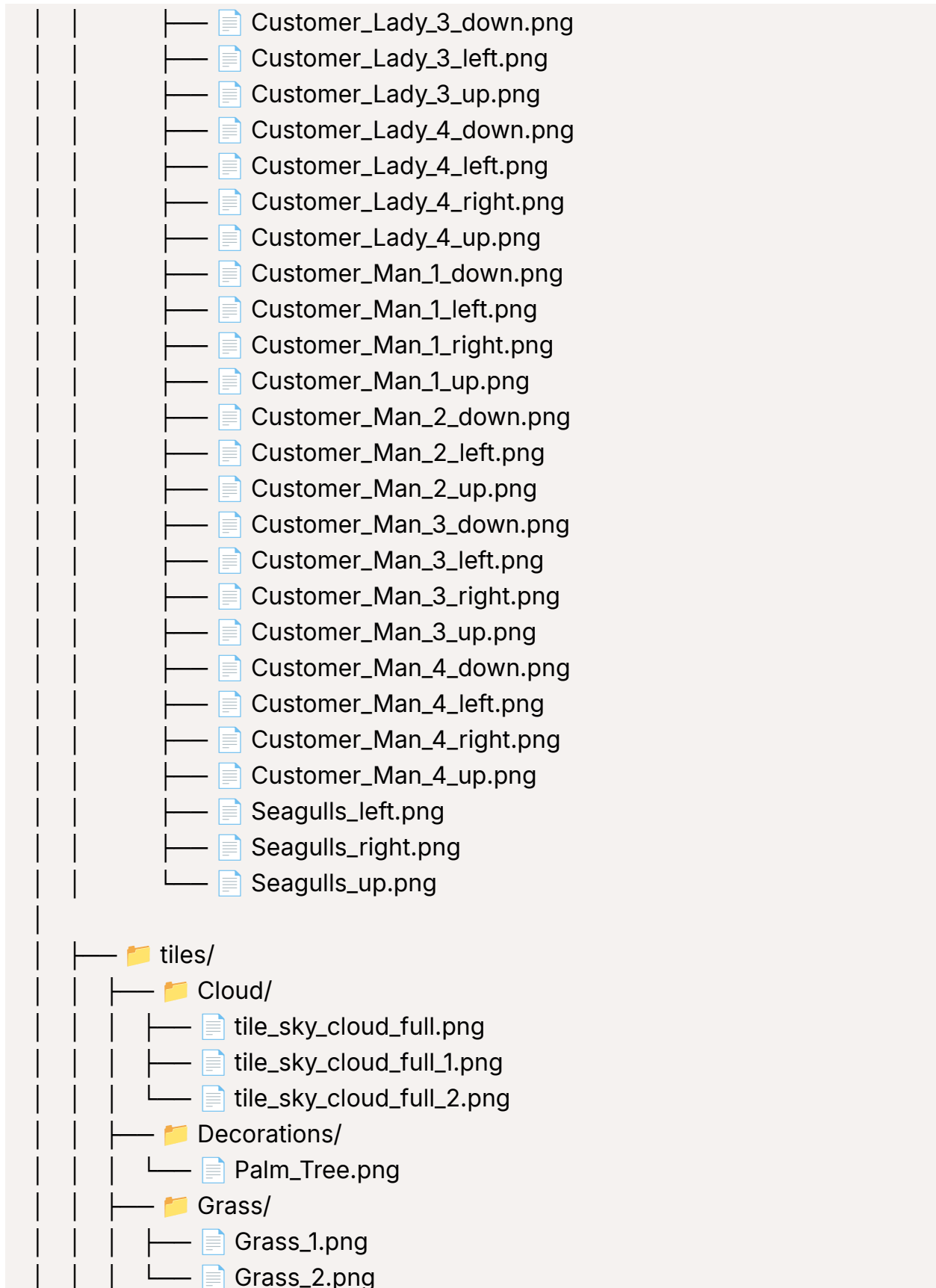
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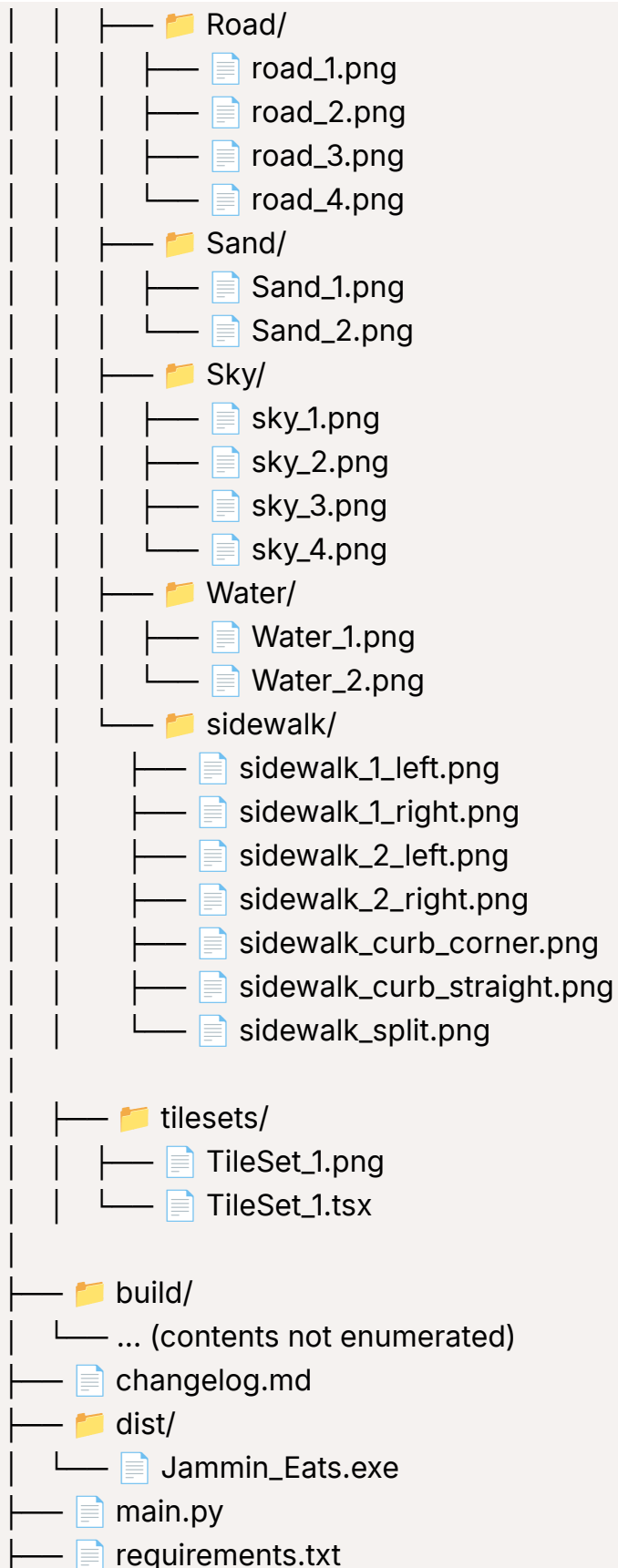
CopyEdit

- |—  .git/
 - |— ... (git internals)
- |—  .gitignore
- |—  .idea/
 - |— ... (IDE config files)
- |—  Archive/
 - |— ... (2 items)
- |—  Backups/
 - |— ... (contents not enumerated)
- |—  Database/
 - |—  Data-Deletion.py
 - |—  JamminEats-Database.py
 - |—  JamminEats-Schema.sql
 - |—  create_jammin_db.py
- |—  Jammin_Eats.spec
- |—  PDFs for note attachments/
 - |—  Current_Folder_Structure.pdf
 - |—  How_to_play_the_.exe_file.pdf
 - |—  Level_1.pdf
 - |—  Original_Game_Idea.pdf
 - |—  Project_development_Current.pdf
 - |—  Prompt_generator_Prompt.pdf
- |—  README.md
- |—  Requirements.md
- |—  Tools/
 - |—  Output/
 - |—  metadata.json









```
|— resource_path.py
|— source/
|   |— ... (contents not enumerated)
|— venv/
|   |— ... (virtual environment files)
```

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