Jurassic Meteor

In *Jurassic Meteor*, Rock the caveman takes on the perilous mission of ensuring the Jurassic extinction to save the prehistoric world. Rock must race across the Chicxulub Impactor disarming bombs that the dinosaurs have placed to stop the meteor. Throughout his journey, Rock will encounter many prehistoric foes and delicious but potentially dangerous dinosaur eggs. Will Rock be able to stop the dinosaurs and ensure the future of humanity?

Main Character: Rock the caveman is the main playable character. Rock starts at the edge of the board map, and can move up-down-left-right using the keyboard. Rock cannot move through walls and barriers. If Rock disarms all of the bombs, and gets to the exit cell on the edge of the board map, the player will win the game. If Rock's score is reduced to below 0, or if an enemy kills him, the player loses the game.

Enemies: There are four types of enemies- moving enemies, patrolling enemies, punishments, and bonus punishments.

> **Moving Enemies:** T-Rexes move like the main character, each time moving closer to Rock. If they move into the same space that Rock occupies, they kill him and the game ends.

> **Patrolling Enemies:** Velociraptors move in a set path up or down the board, and Pterodactyls move from left to right on a set path across the board. If they catch the player, they kill the main character and the game ends.

> **Punishments:** All punishments are stationary and stay on the game board. If the player moves into a dinosaur nest, they lose points off their score.

> **Bonus Punishment:** Aliens appear at random intervals and stay in one cell, and the player loses points off their score if they move into them.

Rewards: There is one regular reward- the bombs the caveman must collect to win the game- and a bonus reward- dinosaur eggs. The player can collect rewards by moving Rock to where the reward is located, removing the reward from the board and giving the player additional benefits

> **Regular Reward:** At the start of the game the board is populated with many bombs. The player must disarm all of the bombs by collecting them; each bomb disarmed increases their score.

> **Bonus Reward:** Dinosaur eggs appear randomly during the game and disappear shortly after. If collected, Rock eats them, increasing the player's score.

Barriers: There will be three types of barriers on the board. Surrounding the meteor will be "space," preventing the player from exiting the board. The maze will consist of rock walls that the player will have to traverse through. Individual barriers will consist of holes to the core of the meteor, which the player and enemies are not able to move over.

Board: The game board is 2D. For each level, the player will have to successfully move from the start point to the end point of the board to the other to get to the other side of the meteor, which will allow them to continue onto the next level. Inside the board are blocks, each block has either doors or walls to pass the next block. When the board is created, it will show all the enemies and rewards for the game.