# Task 1

Question 1

In our game, you will be playing from the POV of a dog that manged to escape from a dog pound and now you have to run for your life because the dog cather is trying to catch you and you have to go true different roads with a busy street.
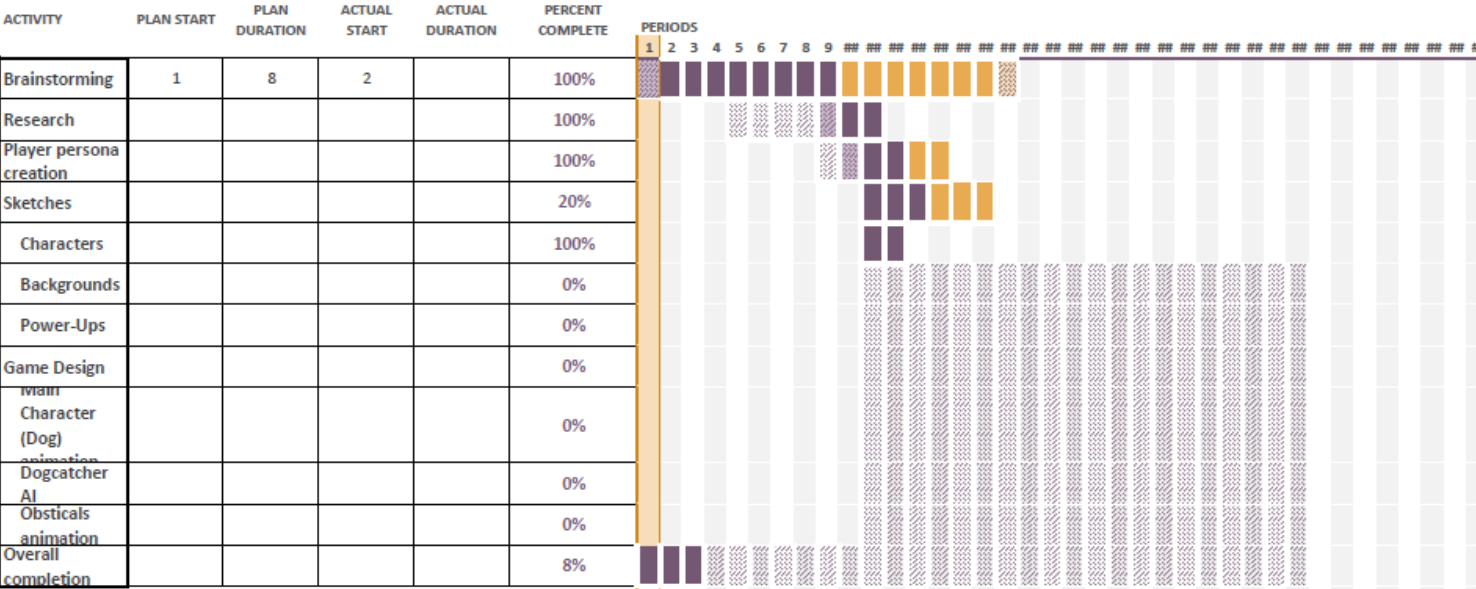

The game is heavily inspired by *Crossy Road* but we will be making sure that the game is original and have different textures and play style.
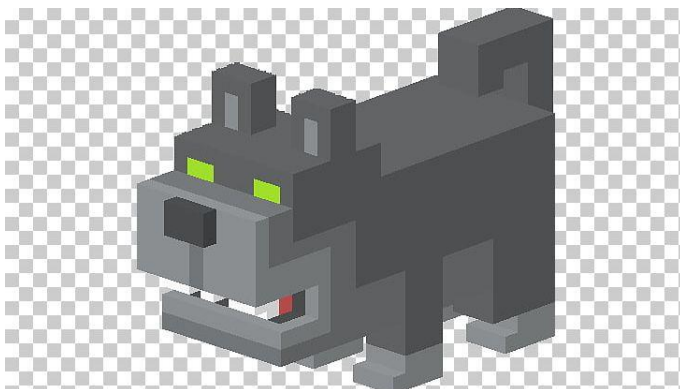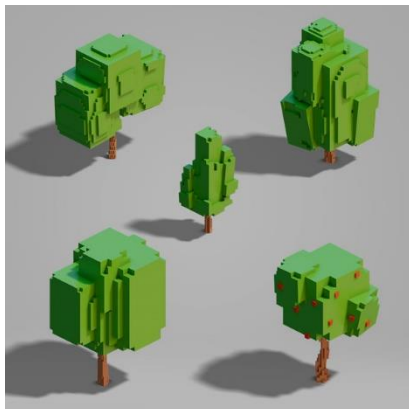
Question 2

Hyper-casual game idea (Project Planner)

Select a period to highlight at right. A legend describing the charting follows.   Period Highlight: 1   ▨ Plan Duration   ▨ Actual Start   ■ % Complete   ▨ Actual (beyond plan)   ▨ % Complete (beyond plan)

ACTIVITY	PLAN START	PLAN DURATION	ACTUAL START	ACTUAL DURATION	PERCENT COMPLETE
Brainstorming	1	8	2		100%
Research					100%
Player persona creation					100%
Sketches					20%
Characters					100%
Backgrounds					0%
Power-Ups					0%
Game Design					0%
Main Character (Dog) animation					0%
Dogcatcher AI					0%
Obsticals animation					0%
Overall completion					8%

PERIODS
1 2 3 4 5 6 7 8 9 ##

Question 3

▪ Player

• Moves the dog

• Jumps over obstacles

• Dies on collision with obstacles or the dogcatcher's van

Categories: Game Manager

▪ Score

• Shows current score

• Score increases as the dog runs further.

○ Score updates when jumping over obstacles

Categories: Player, Game Manager

▪ Enemy/Enemies

• Dogcatcher pursues the dog from the bottom of the screen

Categories: Game Manager

▪ Game Manager

• Manages game state:

○ Keeps track of the score

○ Shows the player the distance ran

○ Game Over

 Categories: Player, Score