

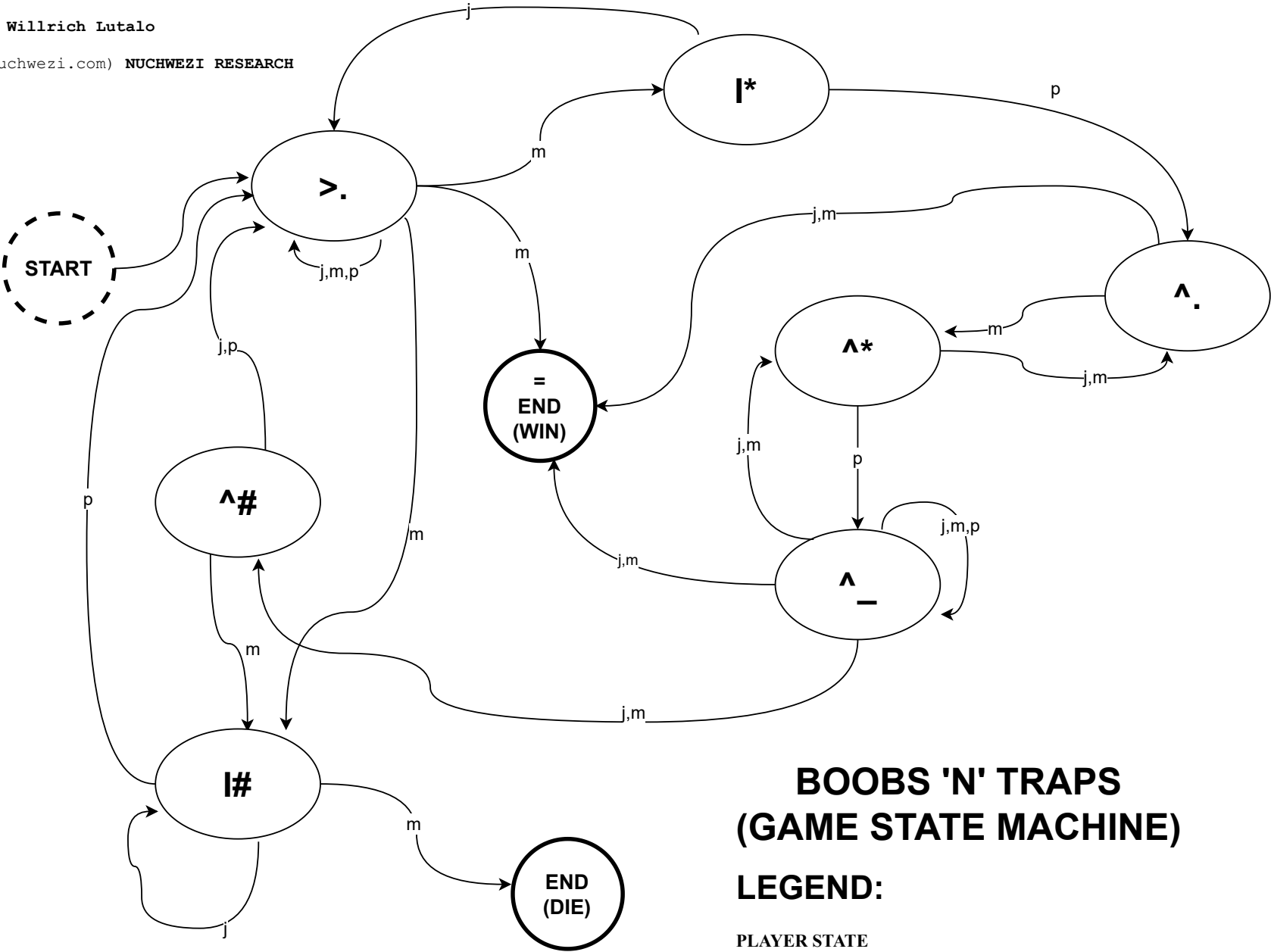
BOOBS 'N' TRAPS

Game concept, design and implementation

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BOOBS 'N' TRAPS (GAME STATE MACHINE)

LEGEND:

PLAYER STATE

- >. (normal, can move forward, clear path)
- I* (normal but stuck, encountered a reward/power)
- ^. (empowered, can move forward with powers, clear path)
- ^* (empowered but stuck, encountered more power)
- ^_ (superpowers, can levitate forward, clear path)
- ^# (empowered but stuck, encountered obstacle)
- I# (normal but stuck, encountered obstacle)

PLAYER COMMANDS

- j (JUMP)
- m (MOVE)
- p (PICK)