BOOBS 'N' TRAPS
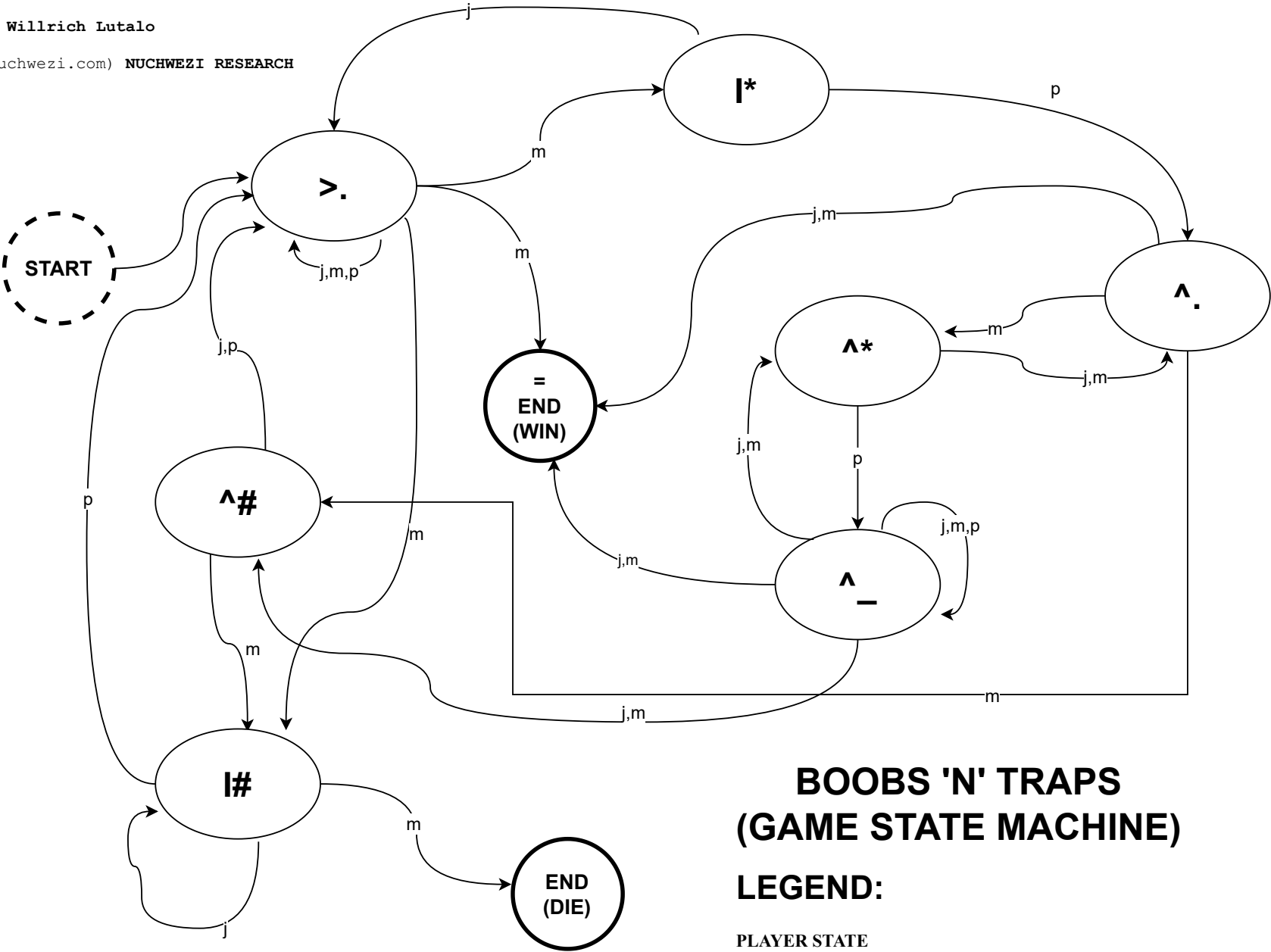
Game concept, design and implementation

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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)