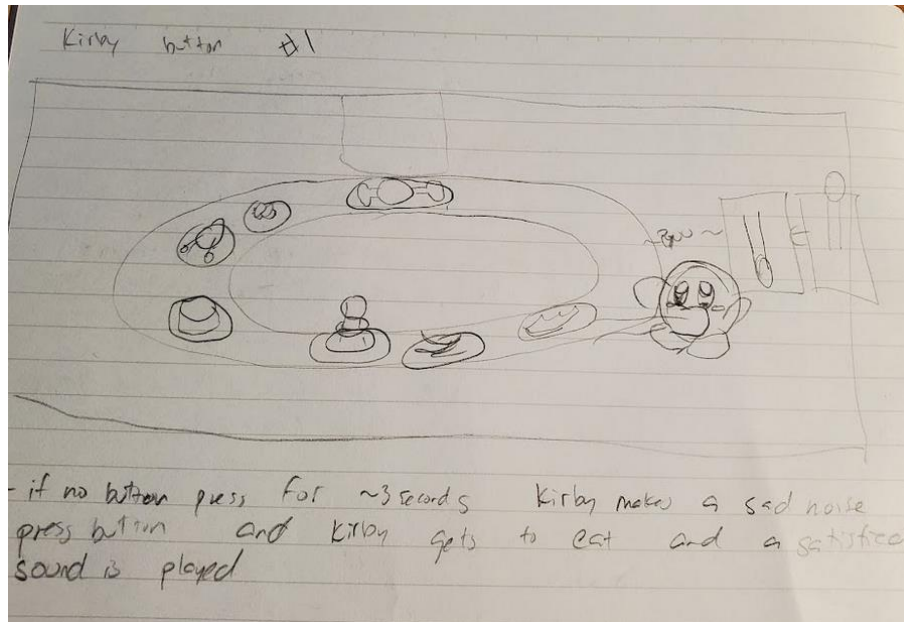


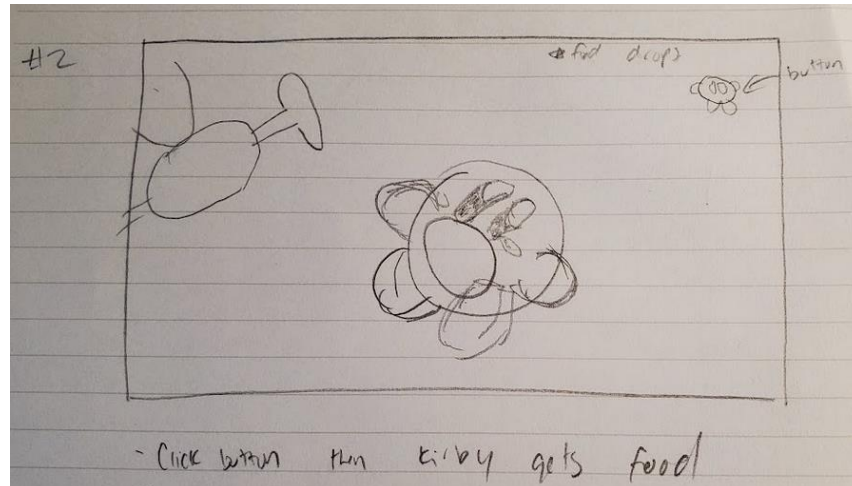
CPSC 581

“Me Button”

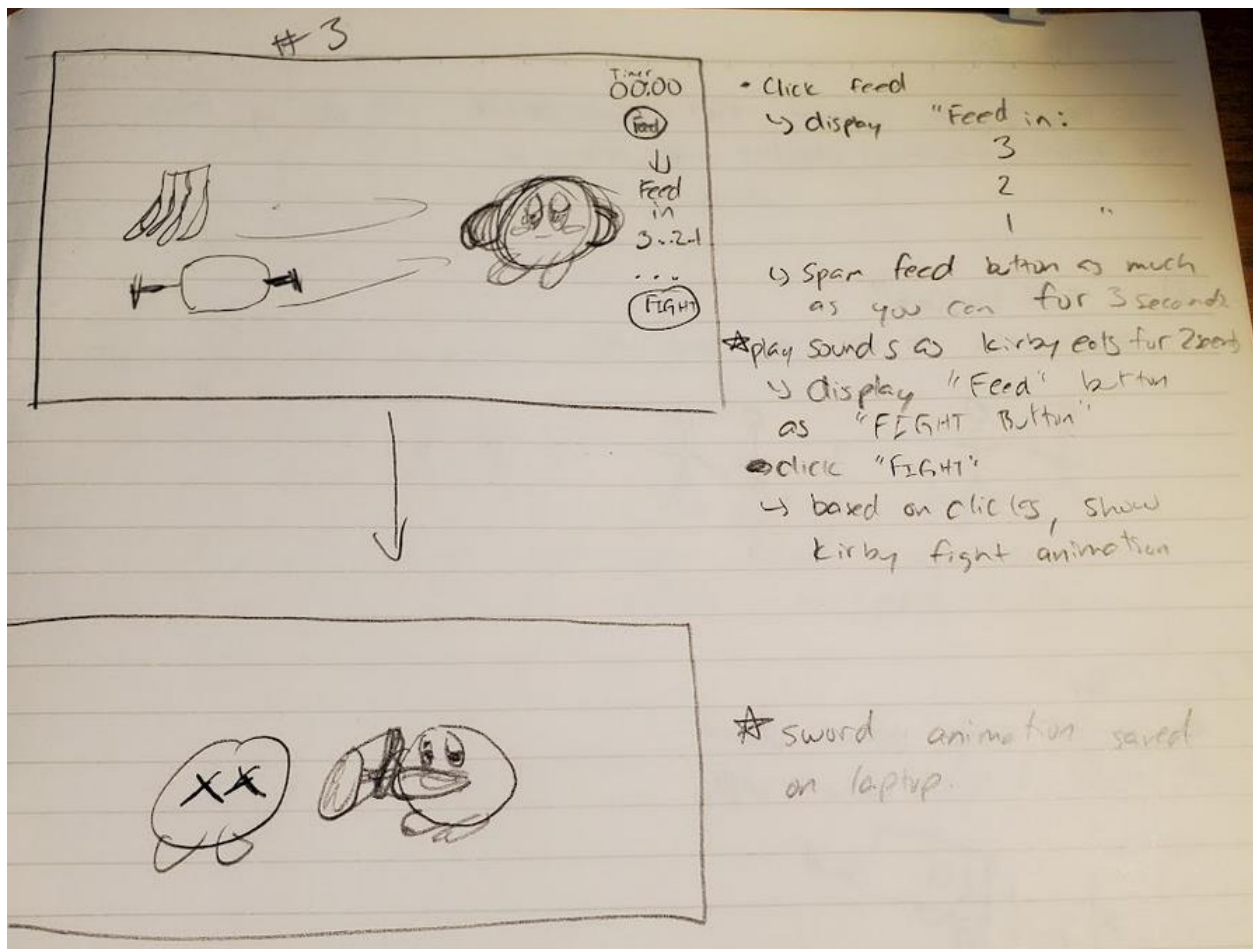
10 Sketches



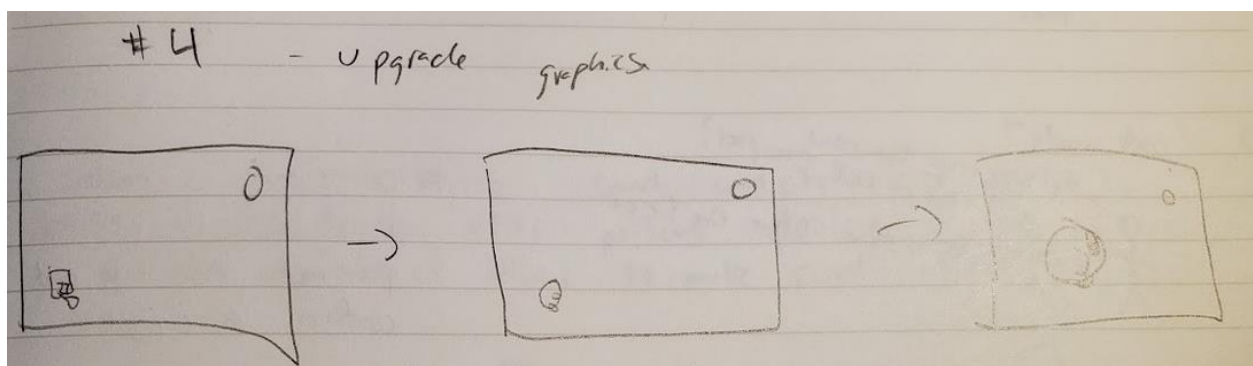
- If the button is not pressed, Kirby makes a sad noise
- Press button and Kirby gets to eat and a satisfied noise is played



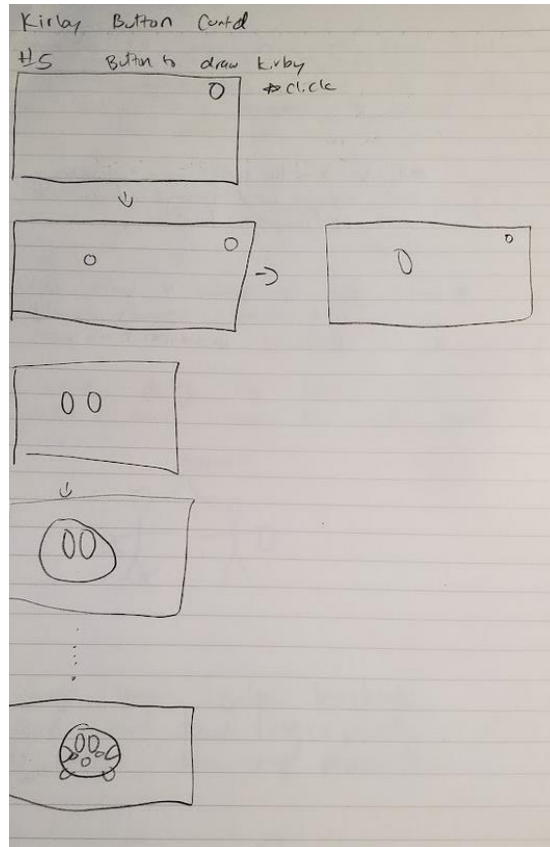
- Simple click to feed Kirby



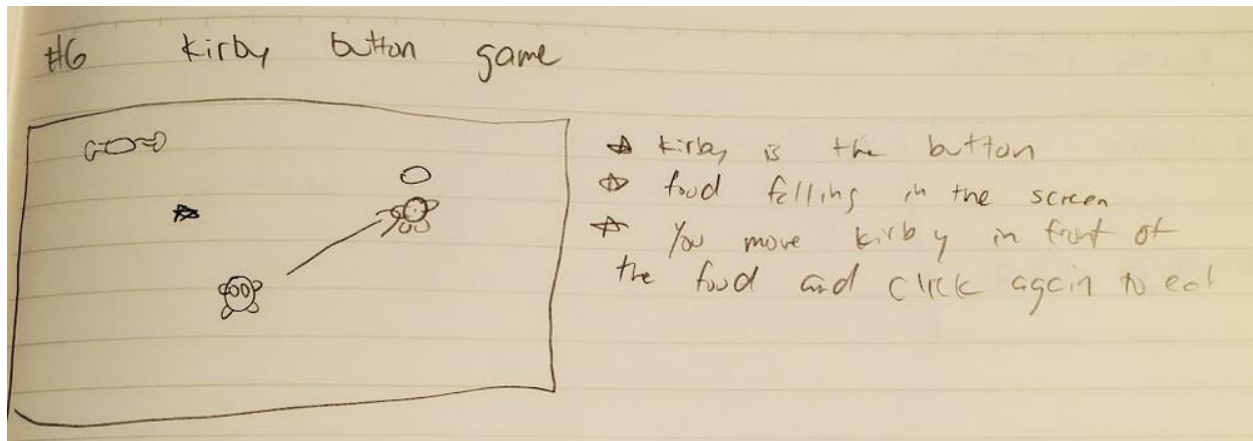
- Click "feed" button, countdown timer activates.
- Have 3 seconds to spam click the button to feed Kirby
- Play sounds as Kirby eats for 2 seconds
- "Feed" button becomes "FIGHT!" button.
- Click "FIGHT!" button and play a fighting animation based on how many clicks were registered



- Click button to upgrade graphics for Kirby. From Gameboy graphics to switch graphics

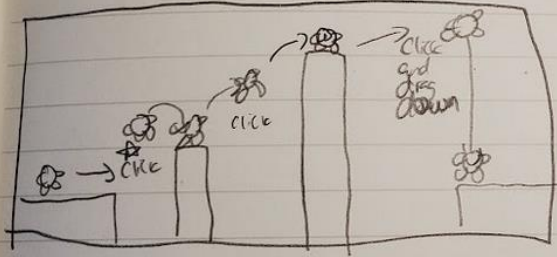


- Click button to draw different stages of Kirby until Kirby is fully drawn



- Kirby is the button
- Food falling in the screen
- You move Kirby in front of the food and click again to eat

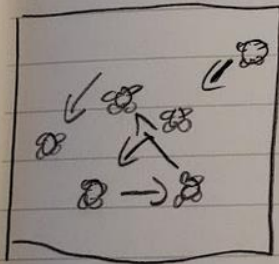
#7 Quick time event kirby



Click button to interact w/
kirby.
1 click = run
2 click = jump
click + drag → instant drop down

- Click button to interact with Kirby
- 1 Click == run
- 2 Clicks == Jump
- Click + Drag Down == Instant drop down

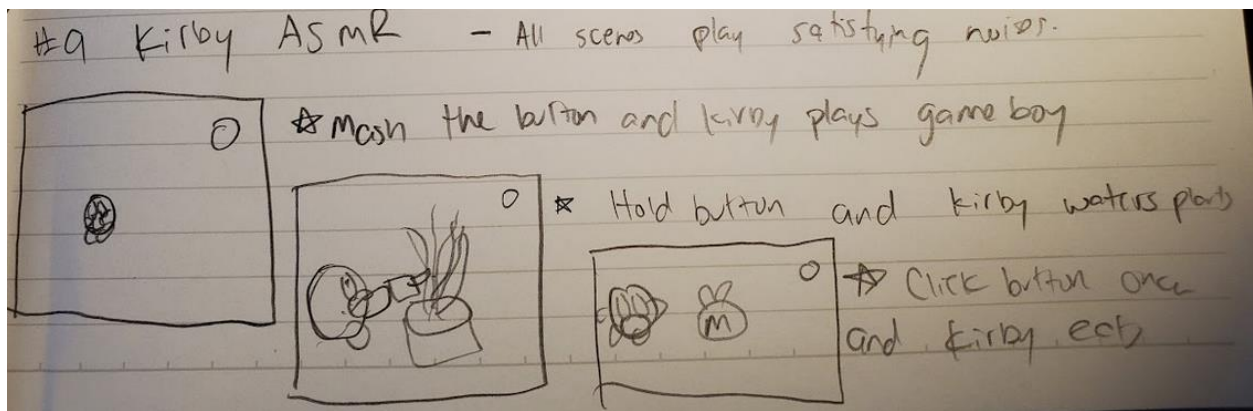
#8 Skill button Kirby game.



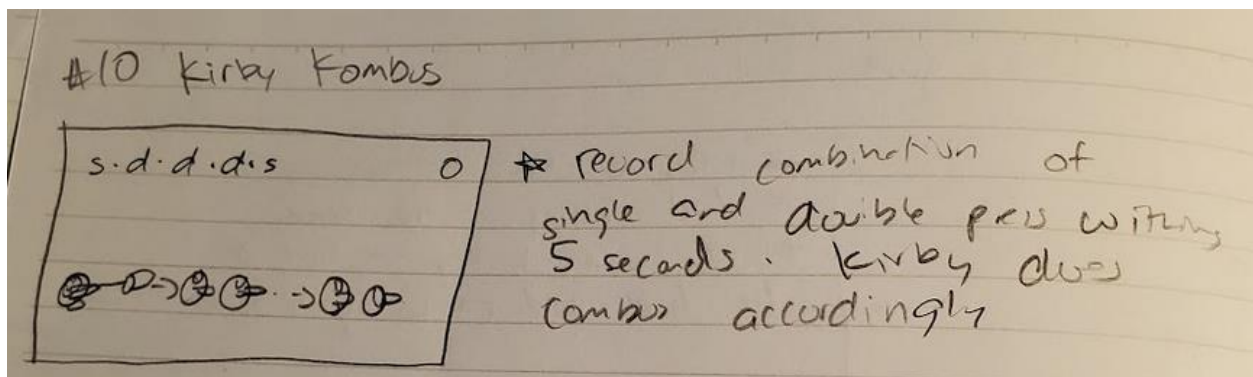
★ button moves for x period of time.
must click when prompted.

★ Special vid/animation plays once game is
over; animation depends on how many
clicks you got

- Button moves for x period of time. Must click when prompted (Think like DDR)
- Special vid/animation plays once game is over.
- Animation depends on how many clicks you got



- Mash the button and Kirby plays Gameboy
- Hold button and Kirby waters plants
- Click button once and Kirby eats
- Satisfying ASMR sounds play based on which type of click is registered



- Record combination of single and double clicks within 5 seconds
- Kirby does combos accordingly