

## **Project 6: Xoco's Stray Days**

First person, 3-D game where you get to play a day in my dog's stray life.

**Goal of the game:** survive the day (2 min).

**How to win:** Eat *Trash*. Kill *Rats*. Make it through the day with out getting caught by *Animal Control*.

**How to lose:** Lose all your *Health* by getting bit by too many *Rats*, running out of *Health* due to *Hunger* or getting caught by *Animal Control*.

### **Levels:**

Intro level - teaches you the controls, what *Trash* looks like, how to kill *Rats*, what *Animal Control* looks like and how to get away. Takes place at *Gas Station*.

Main level - main part of the game, the 2 minute timer for getting though the day starts. At the start, *Animal Control* sees you and you need to get away. Starts at *Gas Station* but now also includes *The City*.

Maybe there will be a top-down explorer map that shows when *Animal Control* is on the same street as you and where you have previously seen *Trash*.

If you lose by bites or hunger, you get found by *Animal Control*.

Final scene after losing is Xoco at the shelter getting adopted and living happily ever after.

Winning leads to "Play Again?"