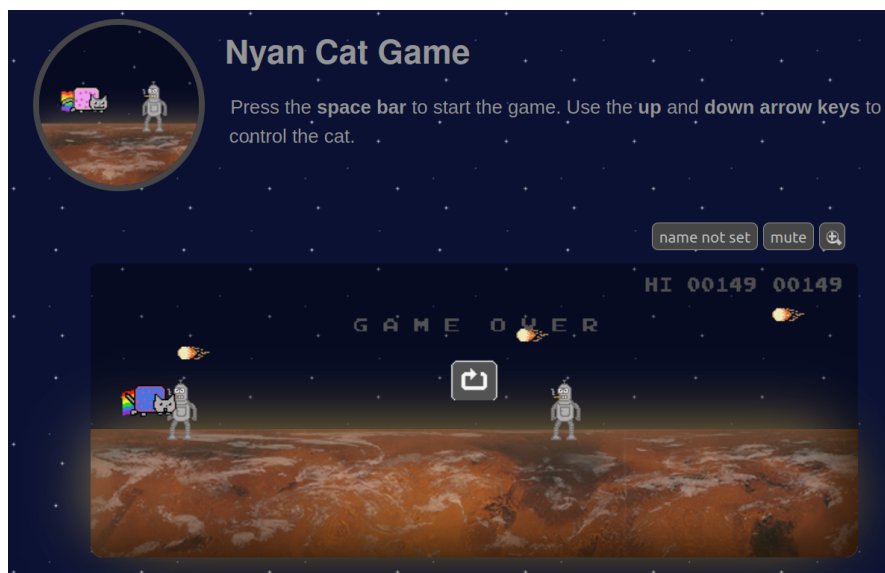


13/02/2023

Nayn Cat T-Rex Game

- jumping over other cats/obstacles
- Asteroids flying in the air also have to be avoided?
- If you hit an item you get a power up (Invincible to obstacles)
- after a certain distance **Nyan Cat** has to battle the **Copy Cat** (to gain a power up)
- After the boss the obstacles move faster towards Nyan Cat
- after a certain distance **Nyan Cat** has to battle another, more difficult **faster Copy Cat**
- Try to quit the game but the game does not allow you to end the session. Ending the game requires three attempts



Challenges:

- Keeping the pixelated aesthetic of the original game – not technical enough
- Creating animations (Incorporating GIF animations)
- Creating the fake “quit” scenario
- Global leader board

How to Get a Working Prototype by the end of reading week

- Code for jumping game
 - <https://editor.p5js.org/elias1233official/sketches/ZYE6yuzxK>
- Replace player with GIF of Nyan cat

- Randomized cat images from library replace the rectangle obstacles
- Moving background
- Programming interaction with the Copy Cat
- Quit button functionality
- Global leader board

To do For Next Week - Finish Requirements Section

- User stories (note down all the actions the game user can do) [done]
- Use case diagram - (PGN) [revise?]
- Ideation Process [done]