Aesthetic Goals

1. The player is motivated to deliver all the gifts, and feels a sense of achievement when all the gifts are delivered.
    a. Success: The player is satisfied when they manage to deliver all the gifts.
    b. Failure: The player is not motivated to deliver the gifts.
2. The player experiences tension and urgency when the grinch threatens to steal the gifts.
    a. Success: The player feels tension when the grinch appears, and is motivated to scare it away.
    b. Failure: The player does not find the grinch exciting or care whether the grinch steals the gifts.

Core Loop

1. Pick up gift at sleigh.
2. Move towards house.
3. Place gift at house.
4. Scare away grinch if grinch exists.

DevLog

11/28:
- redid the polygon colliders to make it more accurate
- adjusted some game balances - make grinch spawn less frequently, increase time

11/27:
- added audio background music and sound effects

11/26:
- added game over screens
- todo: audio

11/25:
- add instructions screens
- made it interactive ish - as you click through the instructions, can demo game behaviour
- decided not to add point system, makes it too complicated and difficult
- to do: audio and win/lose screens

11/22:
- add in timer tracking and ui
- add in pause screens

11/21:
- Implemented the grinch spawning mechanics
    - It was more complicated than i thought
    - I had to take into account which gifts were active, where they were spawned, whether a grinch already existed at that gift, how to track the destruction of gifts, etc
- Implemented directional walking animation - was also more complicated than i thought, because every direction is essentially a completely different animation

- designed map
- also decided there will only be one grinch - makes more sense story wise
- considering implemented a scoring system? it might give more motive to scare off the grinch
    - eg +5 points for placing a gift, -10 points if a grinch steals a gift
    - then it's not really you lose if the time runs out - more what is your highest score
- to do:
    - game management
        - timer
        - scorekeeping?
        - ui screens
    - audio
        - putting box down
        - evil laugh - scared noise?
        - background music

11/19:
- got the gift mechanics working - santa can pick up a gift from the sleigh, bring it to a house set it down, repeat
- started on the grinch - he will disappear after a set time, and will looked shocked and disappear more quickly if spotted by the player

11/18:
Game idea: santa/christmas themed game
- have a sleigh of gifts in the middle
- have to deliver to all the houses
- grinch will spawn and steal the gifts
    - spawn in fixed points
- have to get them all delivered within a time limit
- santa can chase away the grinches
    - ie if santa gets too close, the grinch will disappear
Point tracking:
- 5 points each pause menu, main menu, instructions menu
- 2 points movement arrows, space to pick up and place gifts
- for santa player
    - 1 point appear on screen
    - 1 point object moves
    - 1 point object controllable by player
- for grinch
    - 1 point appears on screen
    - 1 point dynamic spawning
- for village
    - 1 point appears on screen
- timekeeper
    - 1 point appears on screen
    - 1 point changes