My piece is a game called Forage, and it is an interactive, time-based collection game. The goal is for the user, who controls an octopus sprite, to collect enough shrimp to put the "hunger bar," or slider to full capacity within the allotted time. The user has 120 seconds to get through both levels. The first level has sound and background colors that map where they are within the scene, sound effects for interacting with different sprites, and 2 obstacles. First, the villain fish, which lowers the score depending on how long the user touches it for, and second, the trash, which makes the octopus sick and covers the screen with ink, making it hard to see. The octopus grows up to double its size as it gets closer to winning or getting to level 2, which makes it harder to avoid the obstacles. The second level is the same concept, but has a darker background map, sound that mimics a deeper landscape, faster villain fish, and a 3rd obstacle, seaweed. The seaweed works with "collision" from the p5.play library, and make it so that if the user runs into it, it is a barrier that they have to go around to continue moving in the desired direction.