Project 1 – Acorn simulator

This purpose of this program is to create a simulation in which the user must achieve a specific goal within a given amount of time. In this instance, the user will attempt to collect 100 acorn points within 30 seconds.

User can translate left and right on the x-axis with the use of the mouse. Constrain the basket to the canvas and add a delayed acceleration to the movement for extra difficulty

Create a point-based system with a timer. User has 30 seconds to collect 100 acorn points.

Brown: 5 Points

Red: 10 Points

Gold: 15 Points

3 acorn variables are created and all fall at a random location on the x axis at a random speed (min and max) on the y-axis.

**States:**

Landing: Displays the name of the game and instructions. Requires the user to write a 4-letter nickname, followed by pressing the “Enter” key.

Simulation: Location where the game is played.

Winner: Static screen with falling acorn gif that sates: “nickname” collected 100 acorn points!

Loser: Screen that appears if the timer runs out should you not collect 100 points within 30 seconds: Game Over. “Nickname” collected “x” acorn points.

Maybe:

Implement a sound effect when the user wins.

Implement a sound effect when the user loser.