Poop dodging Game Doc

Game Title: Poop Dodge

Game Overview:

Poop Dodge is a fast-paced, reflex-based game where the player must dodge poop falling from the sky. The player will control a character at the bottom of the screen and must move left and right to avoid the poop.
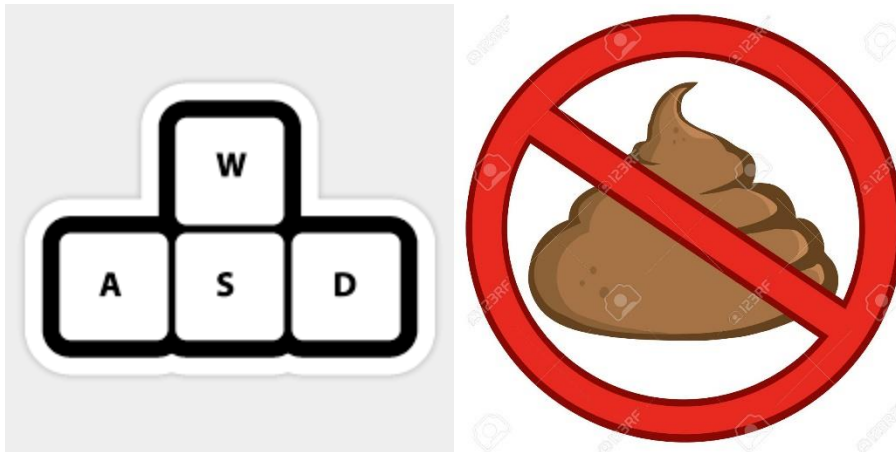

Game Mechanics:

The game will have a simple 2D top-down view.

The player controls the character using the left and right arrow keys.

Poop will fall from the top of the screen

The player must avoid the poop by moving the character left or right.

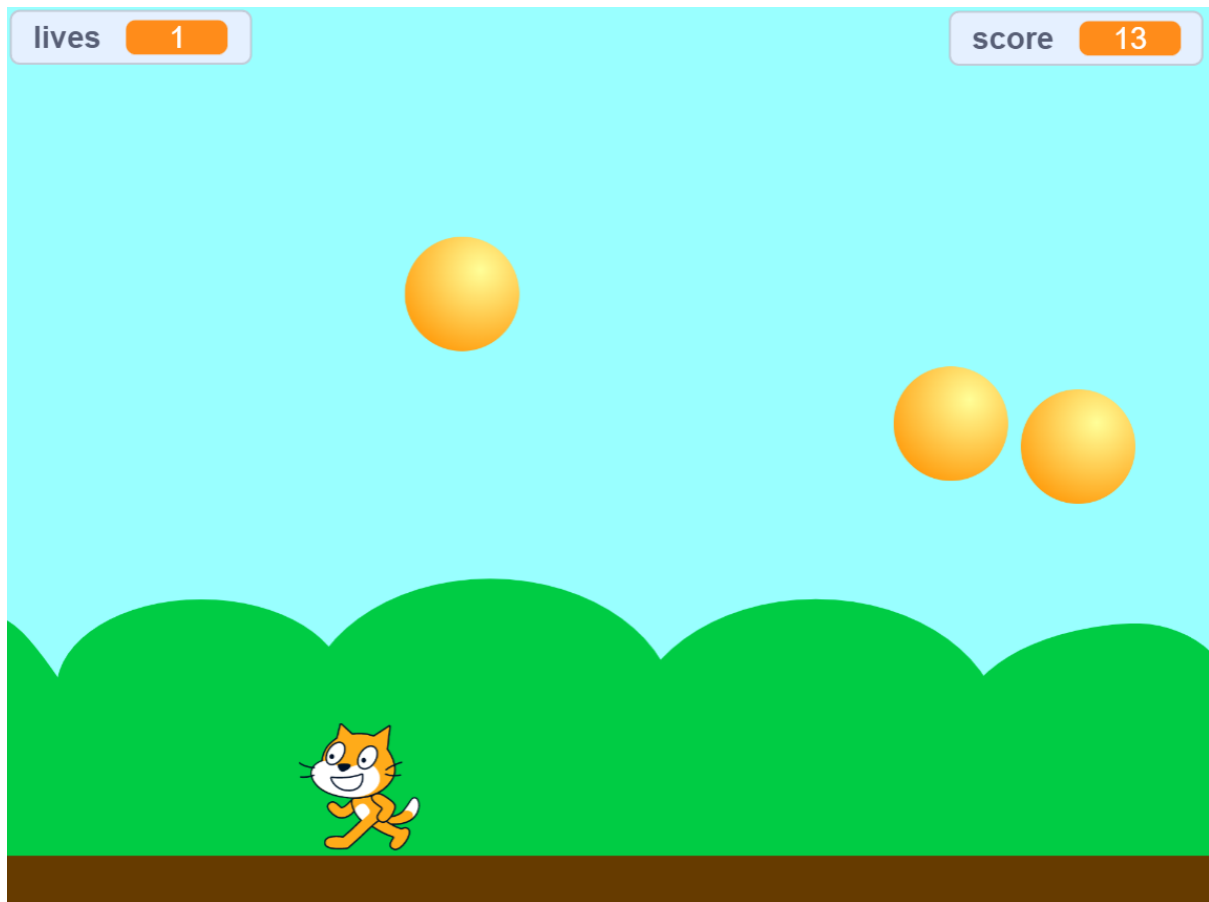If the poop hits the character, the game is over.

Gameplay Flow:

The game starts with the player character at the bottom center of the screen and poop falling from the top of the screen.

The player must dodge the poop by moving the character left or right.

The game continues until the player is hit by poop, at which point the game is over.

User Interface:

The game will have a simple user interface with the game view taking up most of the screen.

The user interface will display the player's score and the game over message.

The user interface will have a "Play Again" button that appears after the game is over.

Game Art:

The game will have a pixel art style.

The game will feature a variety of poop types, including bird poop, dog poop, and cow poop.

The player character will be a human character with a comical facial expression.

Sound Effects:

The game will have sound effects for the poop hitting the ground, the player dodging the poop, and the game over message.

The game will have a background music track that is upbeat and lively.