**MAJOR PROGRAMMING PROJECT OVERVIEW**

* Type of game: Snake-type game
* Overview: A hamster has gotten hungry and needs to eat. As he grows, he eats larger and larger things. When a planet can’t feed him anymore he moves on.
* Components: Several screens, including menu, game screen, and game over; buttons to move to different screens.

**Game Design:**

* Hamster running around collecting food pellets
* User can choose hamster-type animal
* Food pellets make his tail grow in length
* Slowly fills up the board until he bites his own tail (runs into it)
* If you get a certain amount of points you move onto the next level
* Slowly builds up from pellets to larger items

**Schedule:**

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| Thing | Description | Due date |
| Core Code | Change Sprites, backgrounds, and make sure that all the code from Kieran’s project is tooled to what we need | February 23 |
| Snake like movements | Get the hamster moving around and hitting items, hit detection for walls, | March 9 |
| Tails | Tail growth as hamster eats the items, hitboxes for said tail (as if it was a wall) | March 30 |
| Screens | Game over screens if the tail / wall is hit, multiple levels within a section | April 16 |
| Change-up | Change of food types as levels progress, Different planets for backgrounds | May 4 |
| Choices | Can select what hamster you want, rules screen, | May 21 |
| Points | Gain points for eating food items, High Scores section (maybe own screen), file I/O? | June 8 |
| Last Stand | This is time for last minute fixes and write-up, If we fall behind schedule we can eat into this time as well. | June 20 |