Addam and Paula's Pygame Synopsis

In our pygame, the player is a hero who is trying to escape the peril of Cthulhu's tentacally grasp. To do so, he must avoid the tentacles which are protruding through the floor – he can run side to side or jump to do so. If it's a big tentacle, he can jump higher by holding the up key for longer (up to a certain extent – he can't fly), he can also jump while moving from right to left, and run from left to right (sadly he can't just run away completely, the screen edge is in the way).

Each time a tentacle has protruded its full length it retreats back to the hell from which it came, and our hero earns a point (which you can see in the top left corner). The longer the player plays for, the more tentacles protrude at once at a faster pace making it harder for them to be dodged: the game only has one playable level which gets progressively more difficult through 10 difficulty levels. There is no down time between each level – a new level begins when a certain amount of points is earned during game play without interruption. The difficulty level is shown on screen when it is reached and maxes at 10. Each tentacle will attack many times in a random location thereby keeping our hero on his toes, as there is no guarantee where it will turn up next.

Sadly our hero is not immortal – he begins with 100% life (as can be seen in the top right hand corner), and this decreases while in contact with a tentacle. A full hit of a tentacle may take up to half of his health at once, whilst being clipped will do a smaller amount of damage (but are still best avoided). When our hero dies, the game will be over, and you will know this, because the screen will say 'GAME OVER'.

As the game progresses, for surviving for so long our hero will have chances to increase their health and score through the use of collectable items. These include a potion to give back 20% of their health and a coin which gives 10 extra points. Sadly using a potion when health is full won't do much as our hero can't have more than 100% health. Each collectable will appear in a random place on the ground and stay for a set amount of time before disappearing again.

Our handsome hero is a bitmap image (like all of the others as well) and collides with Cthulhu's pixelly tentacles using rectangular collision detection. However, in our prototype, the hero is a dashing red square which can avoid a terrifying black rectangle which appears in the same place every time. Rest assured, the game will become perilously more difficult upon completion and hopefully a lot prettier as well.