**Intent:**

Make a funny game about chickens laying eggs.

**Narrative Structure:**

The game starts with chickens laying eggs at random speeds. The user must catch them in their basket before they fall. However, soon after starting the game, the user realizes that the chickens also lay bombs. The user must collect as many eggs as they can while avoiding the bombs.

**Mechanics:**

The basket follows the mouse.

The basket catches eggs and bombs.

The chickens lay eggs and bombs.

**Aesthetics:**

The game exhibits a calm and cartoonish aesthetic. All of the sprites are cartoons and colorful.

**Joys and Struggles:**

My favorite part about coding this game was adding in the pictures for all of my sprites as it was probably the easiest part. I absolutely dreaded dealing with the text for the game, unity kept giving me all sorts of problems and it took me the longest to get working.

**Attributions:**

Chicken

Egg

Field

Bomb

Basket