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MEDP 399
Game Document - Midterm

Game Document - DODGE THE RED ORBS

As a blue orb (orbHero), your goal is to dodge the falling red orbs. If you touch the red orb, game over.

- Mechanics
    - The player is moving around in all four directions, avoiding red orbs.
    - If a red orb touches the player, the game is over and the player loses.
    - **NEED:** collision detection, when the red orb touches the player, what does it do. When the orbHero is touched by the red orb, what should happen?
- Content
    - Background
        - Simple black or white screen. (If the player loses all three lives, there is a black screen and everything stops. So a game over screen?
    - Player
        - The Player is an ellipse (an ORB, blue) (rgb(44, 178, 255))
        - Maybe if the player gets hit, it changes color.
    - Red Orb (the "enemy" you're trying to avoid)
        - Color ➜ rgb(193, 9, 9)
        - The boxes have a "make-it-rain" effect. It will be coming from the top of the canvas and fall to the bottom of the canvas and it will keep going?