Small Time Beach Bandits

Yanting Cheung & Jacob Westerback & Conner Westover

**What we wanted**

We started out thinking we want to work on an endless runner, since individual levels for puzzle games are difficult to make. We decided on something simple, a ball that can split up and move in unison. The player plays as the ball, by tapping, the ball will split or join together and by swiping, the ball will move left and right. We wanted to have obstacles and objects that will prompt the player to want to split so we have collectables and other power ups for the player to collect.

**What we did**

We have pretty much what we set out to do, our ball splits and joins, and obstacles and collectables will either force the player to switch or make them want to split. It gets more difficult as the game goes on, having to react to the obstacles faster while trying to get a higher score. We have three power ups; a score multiplier, a shield, and a slow down power up. The top 10 scores are saved in localstorage.

**Positives**

* Obstacles and collectables motivates the player to split and join
* Three power ups that helps the player achieve a better score and pass obstacles
* High Scores function

**Negatives**

* There is no indication of how long the effects will last for the players
* The effects of the power ups can lasts into the next level as the levels get shorter, which the next level may then spawn the same power up again, causing a chain of using the same power up.
* You know when you get a high score but not where you ranked

**What went well**

The mechanics of our game turned out well. We were able to include all of the things we set out to include in our game.

**What we can improve on**

One thing that could be better is the visuals of our game. We went with a simple 2.5D look which was clean and effective for the time we were given. Had we more time, polishing the look of our game would have be nice.