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**Specification Sketch:**

**Game Name:** Farm Portal

**Concept:**

* Description
  + Portal clone. Player shoot either a blue portal or an orange portal that upon colliding with a wall, will stick to it/create a surface. Blue and orange portals are connected. Only one blue and one orange portal can present at anytime, so there is only a single connection. When walking through one, you will always walk out of the other maintaining any momentum. The idea is that the goal states will be unreachable without the use of portals.
* **(#1)** 3 Rooms
  + 3 different, consecutive levels
* **(#2)** 4 Walls
* **(#3)** Permanent MD2 Model other than player
  + Companion cube (shows instructions)
* **(#7)** At least 1 bullet
  + blue portal, orange portal, turret bullets]
* **(#12)** Win/Lose condition & Override
  + Win 🡪 Reach goal model
  + Lose 🡪 Die
  + Override 🡪 God-Mode (can’t die), no gaps to fall into

**Appearance:**

* Crosshairs
  + Similar to a first person shooter. Mouse will have to move the camera angle so that you can target places on walls.
* See screen diagram

**Controls:**

* **(#8)** One key-listener not in ACFramework
  + Left mouse button
    - Blue portal
  + Right mouse button
    - Orange portal
  + WASD/Arrow keys
    - Movement
  + Space Bar
    - Jump

**Behavior:**

* **(#4)** 3 MD2 Models not in original
  + Player 🡪 stoopid chicken
  + Turret 🡪 sheep
  + Instruction Cow 🡪 moobull
* **(#5)** 5 different states for models
  + Player 🡪 Running
  + Player 🡪 Idle
  + Player 🡪 Jumping/Falling/In air
  + Turret 🡪 Shooting
  + Turret 🡪 Idle
  + Instruction Cow 🡪 Some kind of shaking/levitation animation.
  + Instruction Cow 🡪 Idle
* **(#6)** One moving wall
  + Moving platform from side to side that you have to jump on in one of the levels.
* **(#11)** Collide function with a special effect that is not currently in the ACFramework.
  + Portals colliding with walls and opening. Player colliding with portals and teleporting.