**CPSC 236 Section 2**

**Group 6 Tipsy Hamster**

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**App Title:** *The Tipsy Hamster*

**Genre:** *Adventurous, level-based, puzzle-solver*

**Target Audience:** Casual, puzzle-solvers, young teen/adult

**Overview of App**: ***The Tipsy Hamster*** is a top-down 2D puzzle-solving game. You play as a lively hamster who's just had his first taste of beer and is determined to break out of his cage and explore the world for more! The hamster rolls through various levels using WASD controls, but the catch is: he can't stop moving until he hits an obstacle. As players progress, they'll need to collect special "keys"to unlock new areas and levels that become packed with hazards and moving obstacles, requiring careful timing and strategy. Players also encounter buttons they can activate by rolling into them to open new paths that will hopefully lead them to their boozy treasure.

**Core Functionality**

* Roll(Movement)
  + Hamster will be able to move via WASD
  + Hamster will not be able to stop until it hits an obstacle.
* Keys (Items)
  + Players will collect items that will allow them to unlock other parts of the game
  + These will be different objects based on the environment that the player is in
* Buttons
  + Players will interact with them by running into them like a boundary
  + Will trigger an event when touched
  + These will be different types of buttons based on the environment that the player is in
* Boundaries (Obstacles/Respawning)
  + Walls will be present in many levels, blocking the player in in the play space; in levels where these are not present, there will be a game over system
  + Static boundaries will remain in one place, allowing the player to run into them and stop themself; these make up a majority of them and will allow the player to navigate a given level
  + Moving boundaries will occur in later level, that systematically move back and forth between a couple spots, forcing the player to time their movements accordingly
  + These will all look different depending on the world / level the player is in
* Hazards
  + When the player runs into these, the game will “end” forcing the player to start over from a given point
  + Others will push the player in a different direction than the one that they were originally headed in

**Similar Apps**

* ***Tomb of the Mask*** – Camera view and obstacle avoidance.
* ***Swipe Ball Rush*** – Avatar movement, power-ups, portals (Tunnels) and camera view.
* ***Pokemon Ice Puzzle***– movement, obstacle avoidance and camera view.

**Brainstorm:**

Tipsy monkey in a ball. puzzle game. escape the pet store. **pokemon ice slide level**, tomb of the mask

Starting Story: partying in a pet store, hamster getting drunk because they spilled a bottle of beer

Hamster wakes up and wants to get tipsy again.

level 1: escape the pet store {run away from Sandie}

level 2: Road to Liquor Store

level 3: Liquor store collect money to buy beer.

Obstacles, tipsy people that are moving back and forth.

Point system (?)

Time system (?)

Collect booze (?)