

## Collector Instructions

### **Scenes:**

In the scenes folder under scenes are multiple scenes that point to one another

Start- starting screen of the game (**Please start at the start scene**)

Game- the actual game scene

Fail- losing screen of the game

Win- winning screen of the game

### **Controls:**

Left key- moves the player object left at a fixed velocity

Right key- moves the player object right at a fixed velocity

Up key- applies force so the player jumps up

W- moves the helper/box object up at a fixed velocity

A- moves the helper/box object left at a fixed velocity

S- moves the helper/box object down at a fixed velocity

D- moves the helper/box object right at a fixed velocity

### **Win/Lose/Score:**

Score +1 if the player collects a strawberry

Score -1 if the player collects a blueberry

Win- when collecting 10 strawberries before the timer counts down

Lose- when collecting less than 10 strawberries before the timer counts down

### **The behavior of Elements:**

**Shirley/Player:** person icon

#### ***Behavior:***

- holding the left/right/up buttons moves the player in that direction
- spawns a blueberry/ strawberry every fixed amount of time
- exiting the screen causes the icon to respawn from the top of the screen

***Helper/box:*** strawberry box icon that can be moved around to support the player

#### ***Behavior:***

- holding the w, a, s, and d buttons moves the helper in that direction
- exiting the screen causes the icon to respawn from the top of the screen
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***Strawberry:*** collected item randomly spawned from the top of the screen that the user collects to score

***Behavior:***

- Upon spawn, the enemy drops from the top of the screen
- Upon collision with the player, it destructs
  - Increases score by 1 upon this destruction
  - “Bling” sound produced by collider player
- Upon collision with the ground, self destructs after a set amount of time

***Blueberry:*** avoided item randomly spawned from the top of the screen that the user needs to avoid

***Behavior:***

- Upon spawn, the enemy drops from the top of the screen
- Upon collision with the player, it destructs
  - Decrease score by 1 upon this destruction
  - “Wawah” sound produced by collider player
- Upon collision with the ground, self destructs after a set amount of time