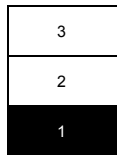
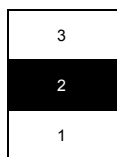


MENU STATE MACHINE



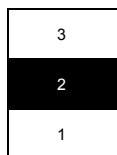
Title: A screen below the main game. Bootleg SWAMP STOMP animates in on top of the swampy ground texture, button prompts appear:

- A boogies to Main Menu: Title animates out, screen pans up to the gameplay stage.
- B splits.



Main Menu: A screen on the gameplay stage, but without running records or integrity meter -- a chance to mess around and familiarize with the controls. Animated tutorial prompts appear in the middle of the screen above the player. A new 'Y' button prompt appears at the bottom:

- Y displays high scores: Screen pans up to the Enter Score/Leaderboard, above the gameplay stage.
- A / Start transitions to Game: Screen remains on gameplay stage, button prompts disappear.
- B goes back to title: Screen pans down, title animation retriggers.



Game: The main event. The integrity meter appears at the bottom of the gameplay stage, and enemies begin to spawn from the dj decks:

- Start transitions to Pause:
- Dying transitions to Enter Score

3
2
1

Pause

- A boogies back to current Game
- B splits to Main Menu

3
2
1

Enter Score/Leaderboard: A screen above the gameplay stage in the stars. It shows list of high scores and an entry menu. If a game was just completed, a 3 letter input menu appears at the top:

- Up/Down on D-pad or Analog changes letter in slot
- L/R on D-pad or Analog changes the selected letter slot
- A confirms the 3 letter input: *Your score is recorded among the stars and the letter entry field disappears*
- B transitions to down to Main Menu

Caleb's Prioritized Asset Checklist

- ☐ Animated Logo(In, Loop,Out)
- ☐ Menu Prompts (A Boogie, B Split, Y Scores, X Credits, A Don't You Forget)
- ☐ Tutorial Prompt (LS, LB, RS, RB)
- ☐ Credits text (Art by Caleb Cutler, Code by Henry Schaefer)
- ☐ Update Integrity Bar
- ☐ Boot lift/stomp animation
- ☐ Victory Flavor Text: All that is good is nAsTy
- ☐ Victory Flavor Text: I can out wiggle a worm
- ☐ My Funkin' Name is (written in jiggly 'bootleg' script)
- ☐ Toad convo for main menu
- ☐ Do the toads Justice (Clean up design, Distinct Idle/DJing animations)

STRETCH GOALS FOR INCREASED JUICE AND MERRIMENT

Frog Movement:

- Add slight body rotation when foot lifts, rock back HARD when stomping
- Add foot-bending animations for stomp and lift states
- Make hair wiggle with JellySprites
- Try out JellySprites on the boots and/or head, see if it increases the overall wonk factor

Frog n Toad Dialogue:

FROG: All that is good is nasty.

(from https://open.spotify.com/track/7svad5liziq3S7NcR4xToZ?si=2Wlr-oi9mR9-0wmoZv2CT_A)

FROG: I can out wiggle a worm.

(from

<https://open.spotify.com/track/4wLd4n4JqfWZx4jl2XPW2F?si=LD-8qAuvT-OM60fGehpbYw>)

TOAD 1: Frog, aint' that stompin' kinda hard on you?

TOAD 2: He was hard when he started, he gon' be hard when he get thru.

(from

<https://open.spotify.com/track/6SgQlLn8kpu8J4wfwGWy8?si=qCcROw77TXSgWtAmbJDbOg>)