OrangeSQ

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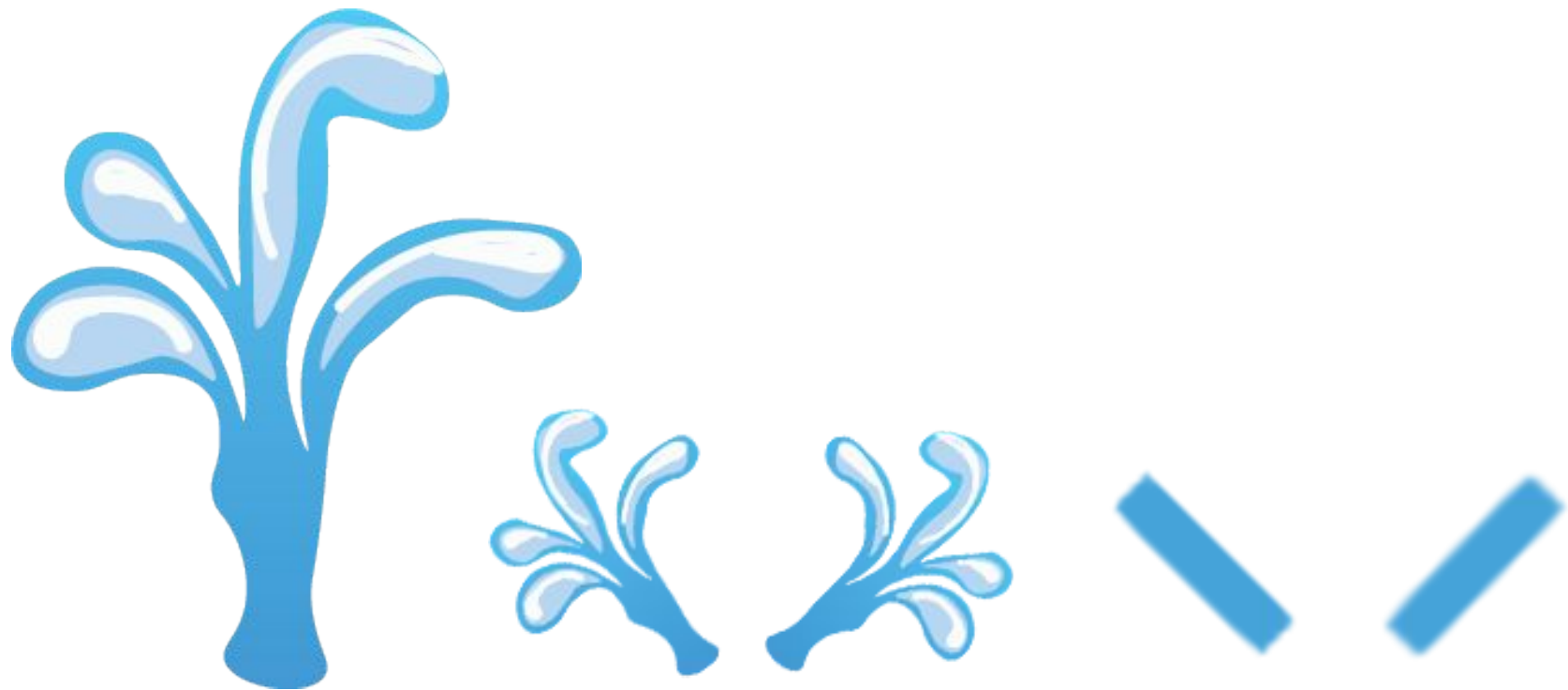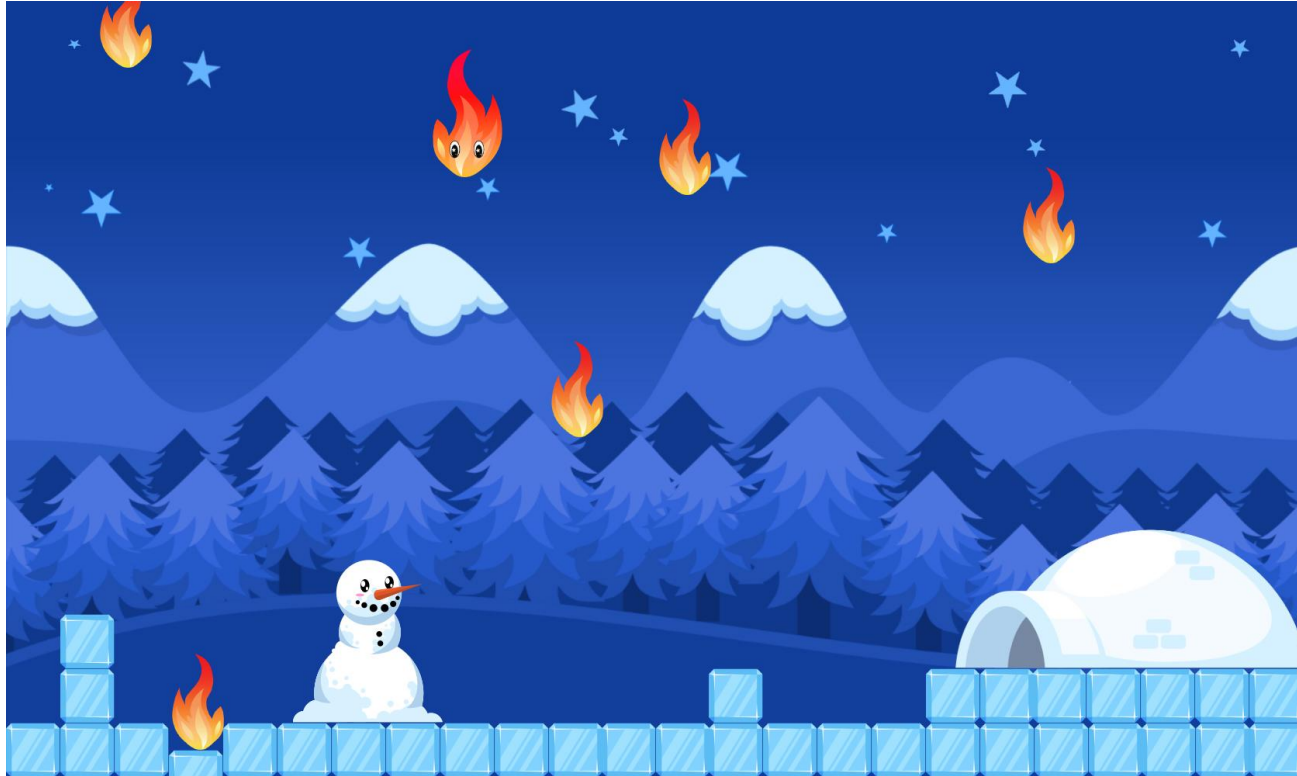Hero

Normal Fire and Angry Fire

Water

Ice

Game Mockup

Concept

Fire is falling from the sky! It's a snowman's worst nightmare…

You, playing as the snowman, have a secret weapon, however.

You can spurt water from within to douse the fire falling from heaven.

The higher you hit the fire to keep yourself alive and your home safe, the more points you get.

Score over 100,000 points to win, but make sure you don't let too much fire take out ice blocks, lest you fall through to your melty demise!

Scoring

- Score is determined by how high a fire object is eliminated by the water spout
  - The higher you hit the fires, the better score you get from each
- Win
  - Get over 100,000 points
- Lose
  - Fall through gaps in the ice
  - Lose all your health

Requirements

- **Objects:** 16+ ice blocks, up to 10 fire objects at a time, 1 hero (27+ objects)
- **Lighting:**
  - Spotlight: Angry fire
  - Directional: Moon
  - Point light: Angry fire and normal fire
- **Physics:** Snowman and ice blocks
- **Interpolation:** Snowman's movement on the ice blocks
- **Shake:** Fire hitting the ice
- **Chase:** Angry Fire
- **Second camera:** Imminent danger camera
- **Normal map:** Igloo
- **Particle system:** Water with fire, fire with ice

Project Timeline

Sprint 1 (2/19 - 2/25)

- Finding and Creating Sprites
- Object movement
- Object and camera behavior (Interpolation, chase, etc)
- Object animation
- Physics

Sprint 2 (2/26 - 3/4)

- Second camera
- Lighting and normal map

Sprint 3 (3/5 - 3/11)

- Particle system
- Other extras (more levels or shadows etc.)

Meeting Deadlines: Sprint management with Jira

Jira Kanban board

TO DO 6

Integrate lighting
FP-4

Interpolate hero movement
FP-5

Implement zoom camera
FP-6

Implement shake of camera
FP-7

Create normal map for igloo
FP-9

Implement chase object
FP-10

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IN PROGRESS 5

Migrate to newest engine
FP-1

Integrate physics
FP-3

Add "flash" and game-over scenes
FP-8

Refactor naming to dissimilate from Pyoro
FP-11

Integrate sprites
FP-12

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DONE 1

Create or find sprite sheets
FP-2

+

REVIEWED 6

Create Block game object class
✓   FP-13

Create Hero game object class
✓   FP-15

Create Seed game object class
✓   FP-17

Create Explosion game object class
✓   FP-14

Create Tongue game object class
✓   FP-16

Create manager class for each of the game objects
✓   FP-18

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