haha & Coco

Game Pitch

Group 3

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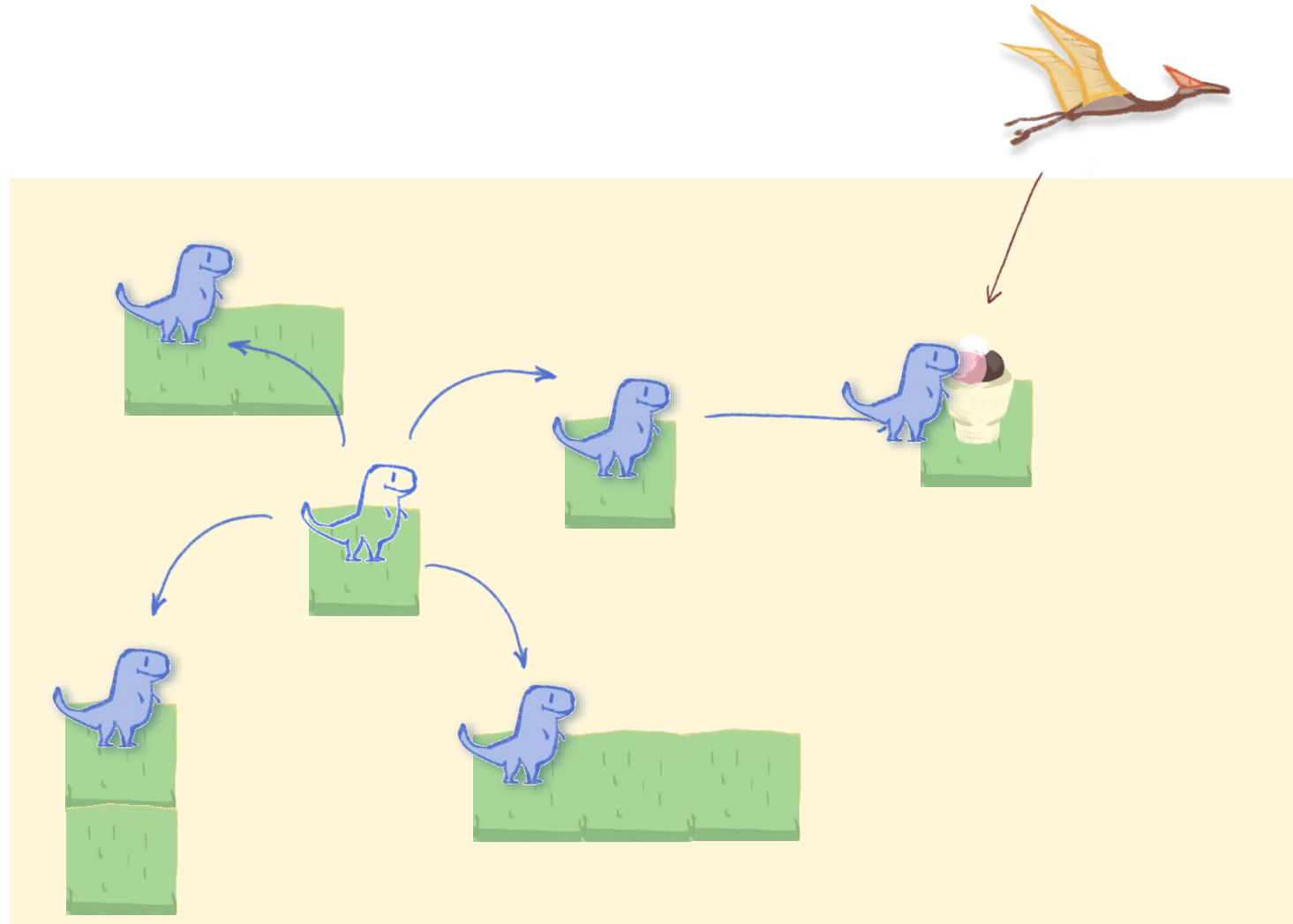## Content

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Abstract Idea

- Use your jumping ability to design your route.
- Collectables will turn to traps

- Moment-to-moment strategy

- Funny
- Strategic
- Glutton, greedily chase after food you like

Game Play

Number of players
- 1

Win
- Keep your dinosaur at a safe body temperature for 2 mins.
- If you are so skillful and the temperature is lower than the lower bound.

Lose
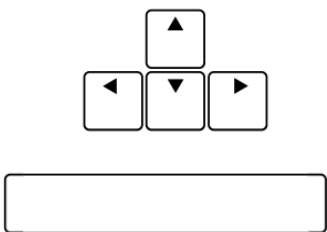- Your dinosaur's temperature is getting to the upper limit.

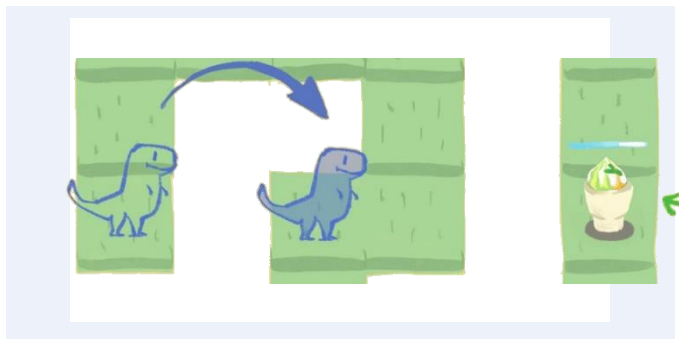# Characters

Avatar

Haha

Walk

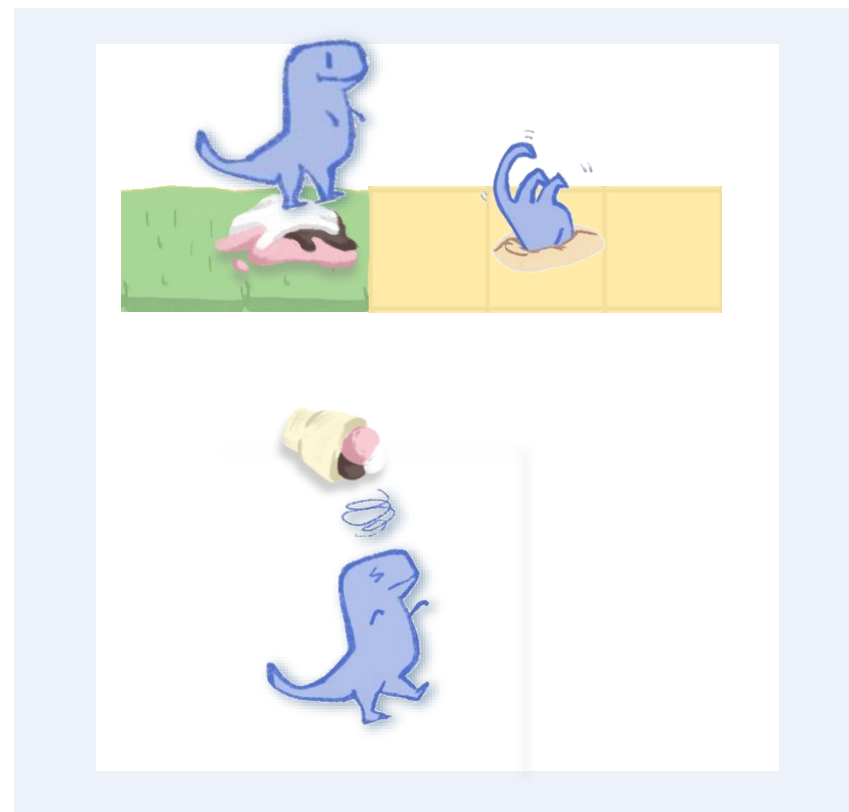- Move
- **Safe but Slow**

Jump

- Jump to another platform, or just to take a shortcut.
- **Fast but risky**

Faint

- **Cannot move for 1 second**
- **Fall off** from a grass block
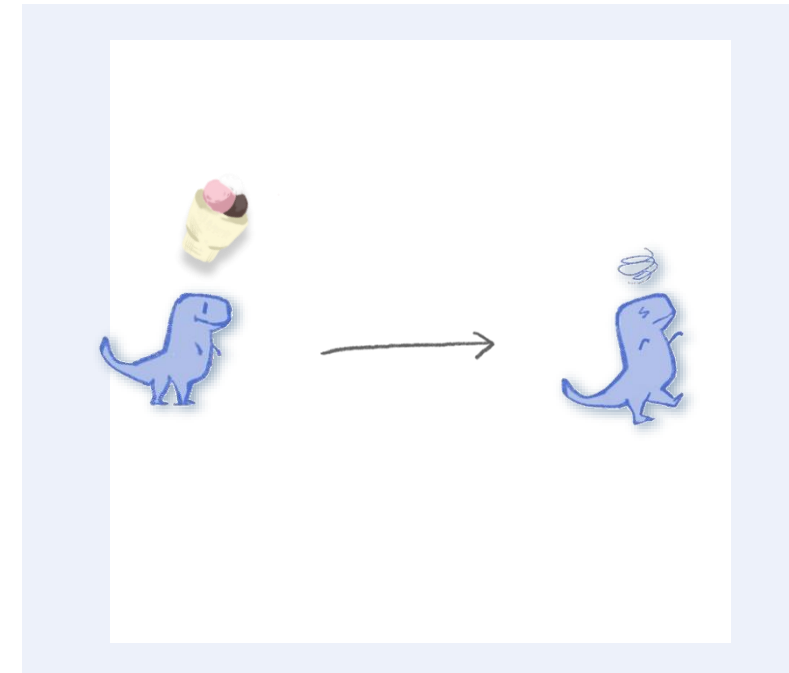- **Be hit by a falling ice cream**

AI

Coco

→ Provide ice creams

- Circle overhead
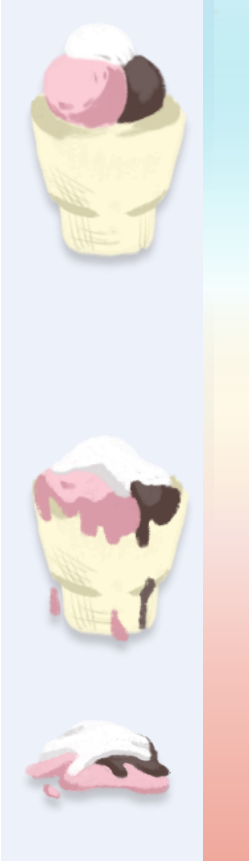- Drop ice creams randomly for the player

→ Knock you out

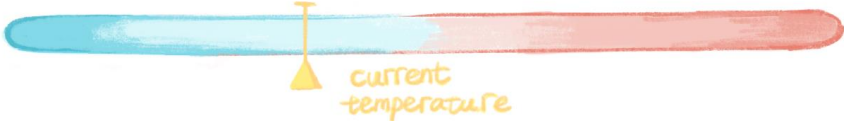- You might be knocked by falling ice creams

Other Elements

Items

Lemon ice cream
Speed-Up **Buff**

Spicy ice cream
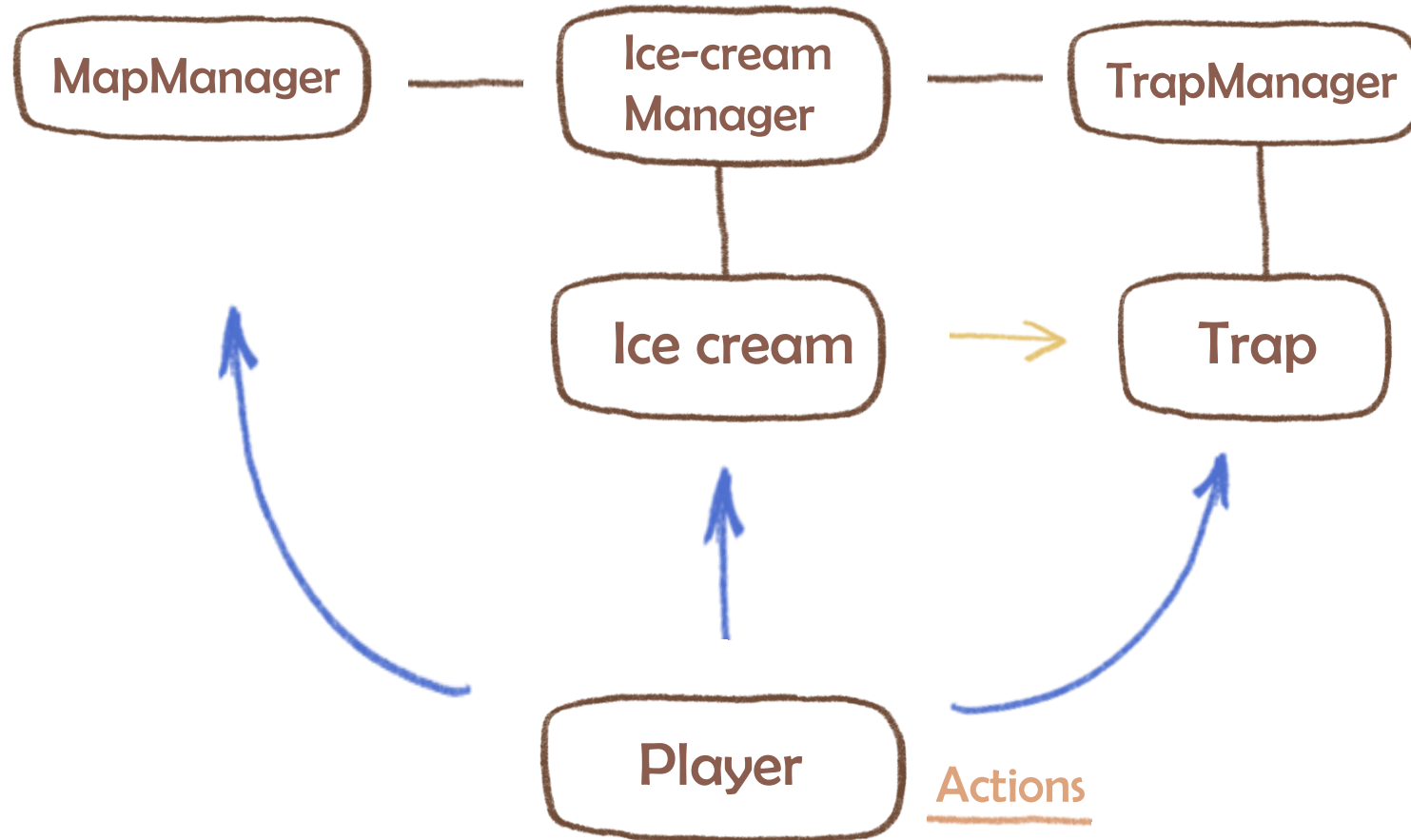Puffing flames **Buff**

UI

thermometer

current temperature

YOU WIN

COOL!

YOU LOSE

TOOO HOT!

Goal

- **Increasing Difficulty**
- **Multiple Maps**
- **Easter egg**
- **Do our best**

Build

MapManager — Ice-cream Manager — TrapManager

Ice cream → Trap

Player

Actions

Prototype
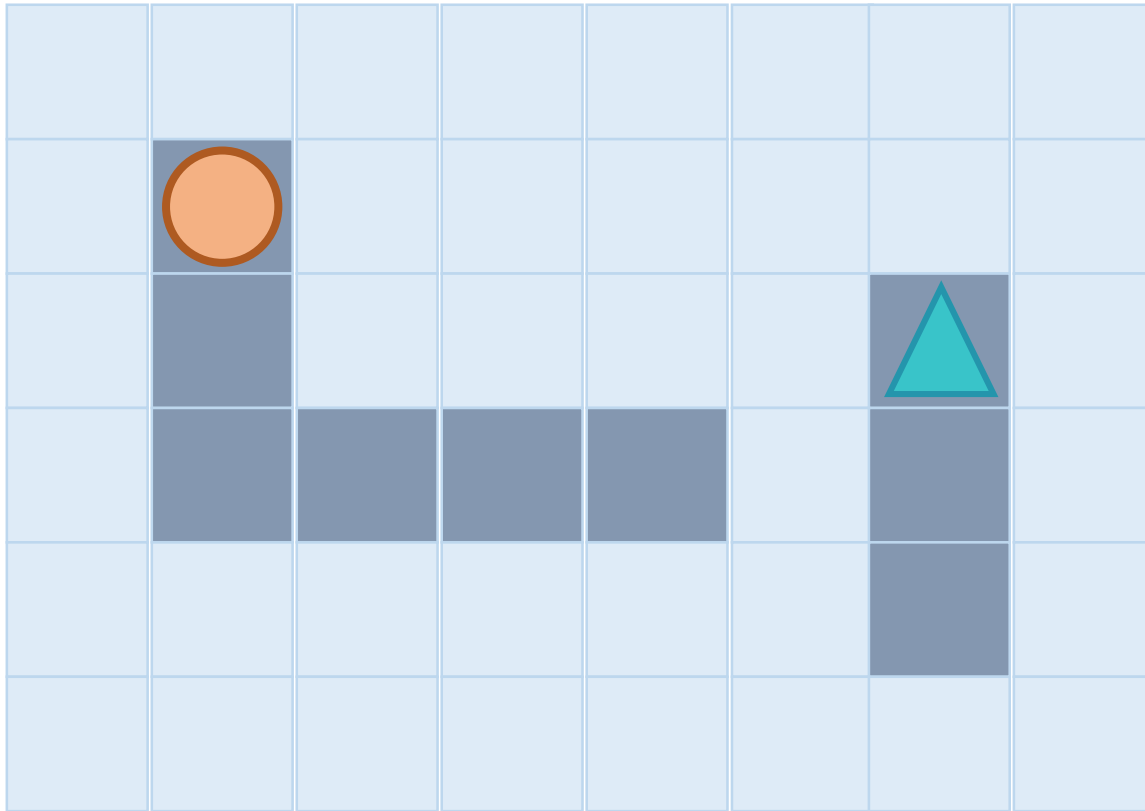
Challenges

- **Object oriented program:**
  Limiting the dependency level
  among objects

- **Design interesting buff**
  Buff need to be practicable
  and interesting

- **Use physics**
  To improve details of this game

Solutions

- **Learn OOP and work harder**

- **Test a lot**

- **Review math and physics,
  calculate carefully**