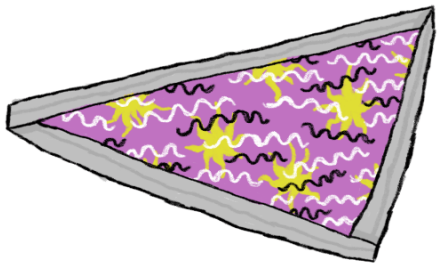
Week 7
Brett Silvers

For my game, I wanted to introduce a mountain lion character, and re-work a traditional arcade game with my aesthetics. The program will contain animated buttons and sprites.

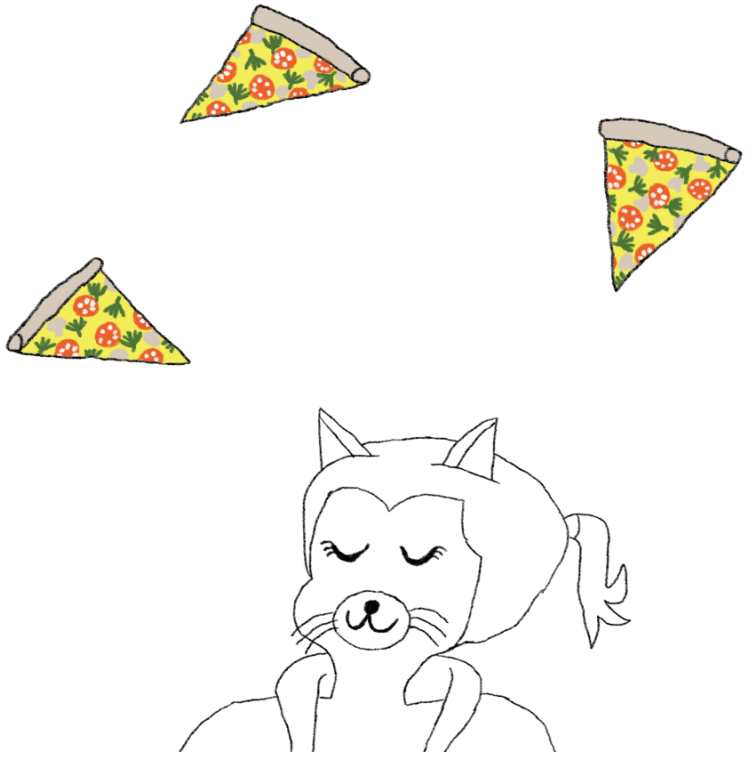
Exposition:
The character is sleeping, click to wake her up. After she wakes up, “next” button appears.
Caption “pizza!”



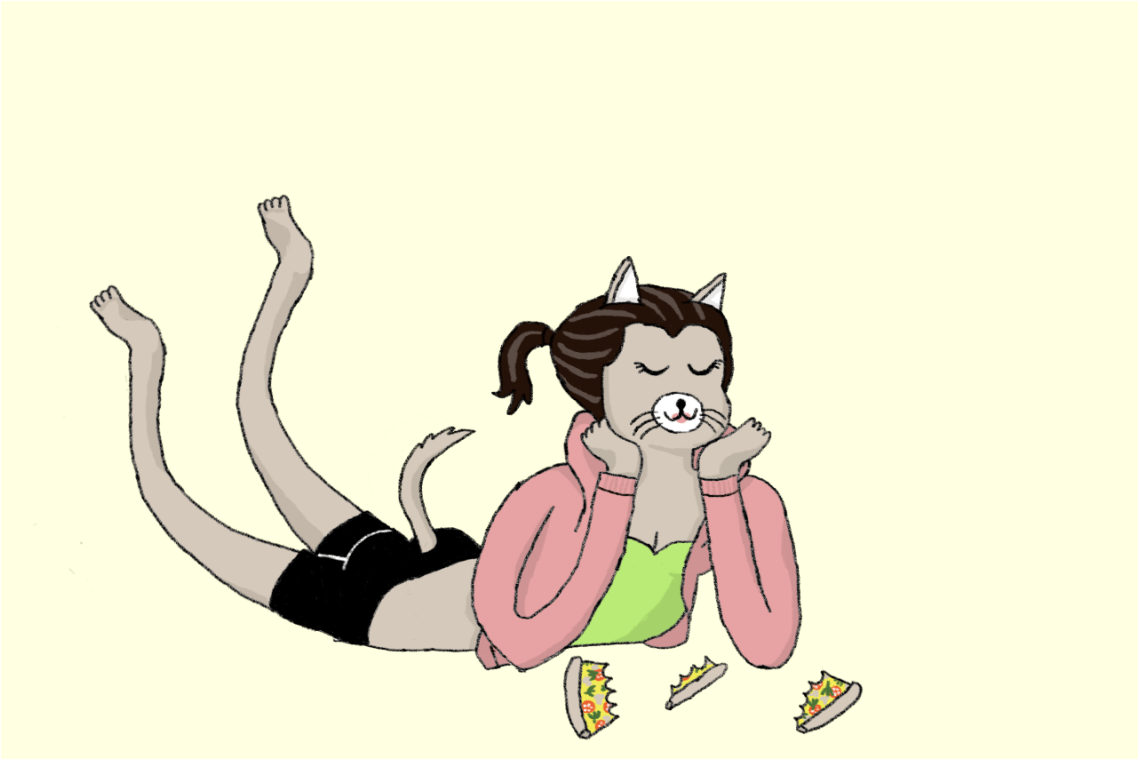
Rising Action:
Drag and drop her into the pizza portal.
-If she is dropped over the portal, she falls into it.
-If she is not dropped over the portal, she stays where she is dropped.



Climax:
Use </> to catch falling pizza. Her direction changes based on which key is pressed.
When you miss a slice, go to next scene.



Resolution:
Victory! Legs kicking, confetti falling. “Restart” button.



Functionality Checklist:
-Click to start
-Click character to wake up
-Click to next scene

-Drag and drop character if mouse is pressed over her
-Go to next scene if mouse is released over portal after mouse is pressed over character

-Use </> buttons for move character side to side.
-If character gets all three slices (I may change to infinite loop of pizza deoending on how the coding goes) or misses a slice, go to next scene.

-Click to restart.

Creative References:
“Jumping Finn” iPhone game
Adventure Time take on arcade game with multiple interactive features. I really like how the gaming experience is straightforward, but because of the design and characters, the player has a more engaging experience. Created by Heavy Boat games and Pendleton Ward.



”Black Hole”
Multi-part graphic novel by Charles Burns. Burns’ use of line variation and detail is really inspiring.


...AND I COULD FEEL MYSELF FALLING FORWARD, TUMBLING DOWN INTO NOTHINGNESS.