

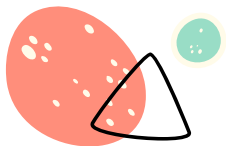


MYLO'S MAYHEM

GITA 2 Final Project
Zoe Ramirez

setup

- starts as a game similar to flappy bird / helicopter
- the user tries to avoid getting hit by vacuums using the arrow keys to move
- the player loses a life if they get hit by a vacuum; there are three lives until the player dies
- if the player dies, they must complete a redemption puzzle to allow them to get bonus points and win the game:
 - bones in random locations and sizes will appear on the canvas
 - use the arrow keys to move mylo to get a bone
 - user will get 2 points for every bone they get before the timer runs out
 - objective: try to get the most points!



characters

01

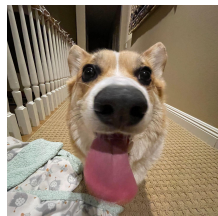
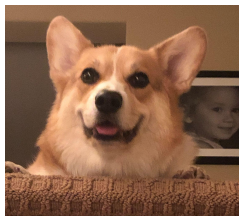
mylo

mylo is my friend's dog and this game is about him :)

02

the vacuum

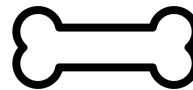
mylo hates vacuums so he will be trying to avoid them



03

bone

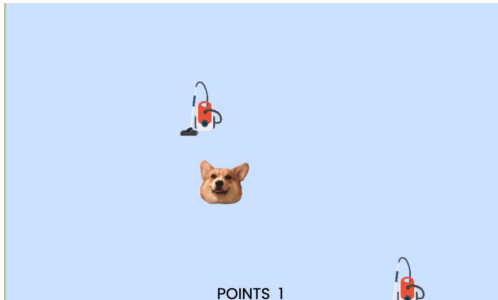
mylo deserves a bone at the end of the game



gameplay

Step 1

player uses arrow keys to avoid vacuums and gets points based on time



Step 2

the user gets 3 lives, and after they die a redemption puzzle appears



Step 3

a bone appears on the canvas and the user moves mylo to get it

Step 4

getting bones earns 2 points and adds to the player's previous score

POINTS 7

scoring

final

the player tries to get the highest score and complete the puzzle to win

04

puzzle

the puzzle earns 2 points per bone collected before the 30 second timer expires

03

during

the player gets 1 point for every 5 seconds they avoid the vacuums

02

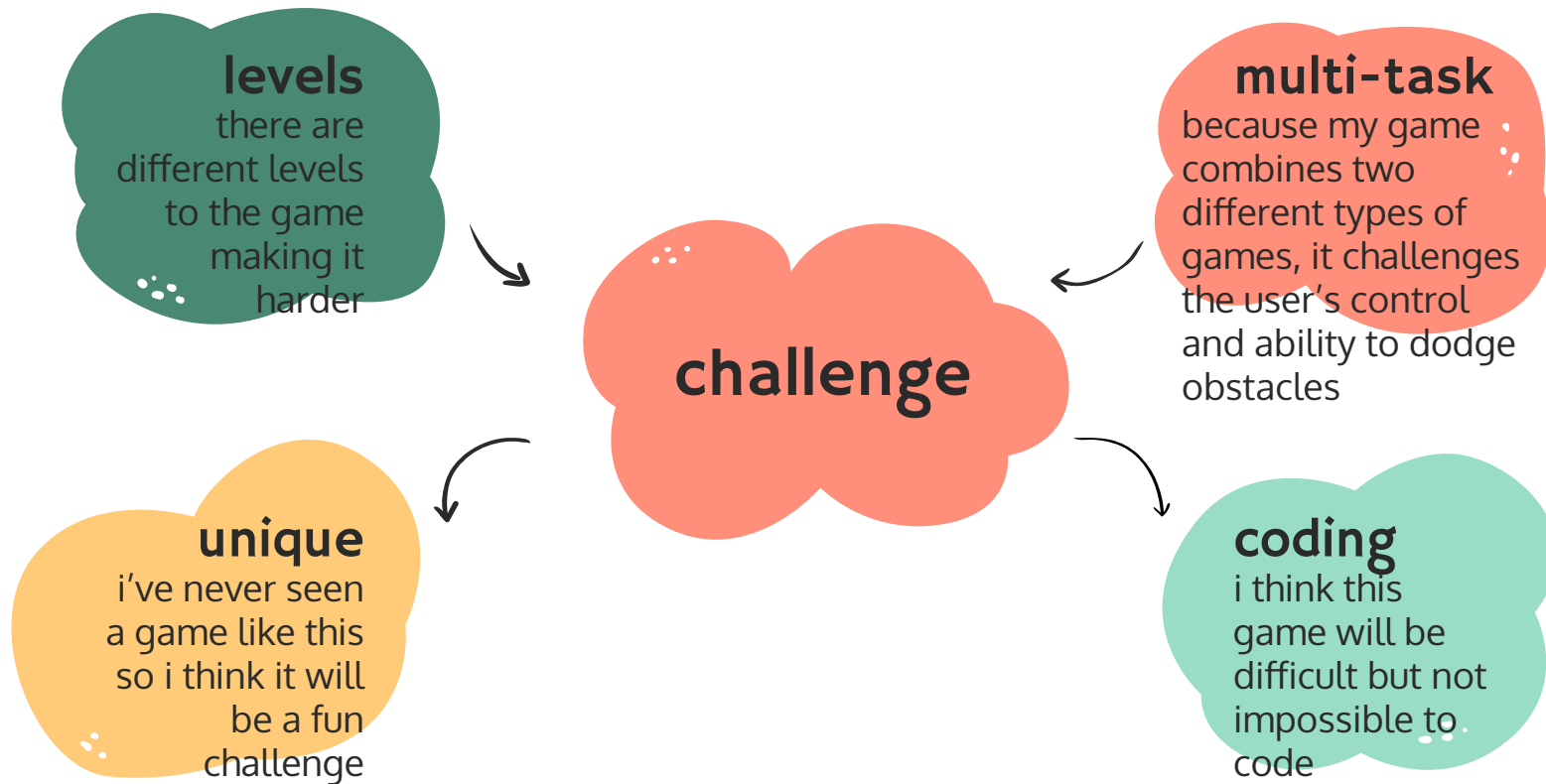
initial

the player starts with zero points and three lives

01

This page says
you finished the game!
you scored: 20
refresh to restart!

aspects and characteristics



overview



setup

similar to helicopter,
with a puzzle at the end



characters

mylo the dog who is
trying to avoid the
vacuums and get the
bones



gameplay

the user has 3 lives and
earns points based on time;
must complete the puzzle to
win and get extra points



scoring

the user gets points
based on time and
bonus points for the
puzzle



controls

the game has easy
controls using only the
arrow keys to move



characteristics

my game is a mix of
challenging and
unique, and i think it
will be fun!