Future Game Title

Team Members

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Game

Ant-Eater Arcade Game
https://www.youtube.com/watch?v=Lz_i7ZUH218

Software

1. Joystick movements to navigate through the maze
2. Have only 1 button active during a player's turn depending on whether they are player 1 or player 2
3. Button retracts tongue only to the point before the tongue has made a right angle
4. If multiplayer, turns alternate between players
   a. Save level state for each player
   b. Save score for each player
   c. Save number of food tokens collected throughout the lifetime of the game
5. If food token is collected, add appropriate multiplier to pre-existing score
6. If ant is collected, add appropriate multiplier to pre-existing score
7. Keep track of the tongue, because round ends if ant hits the tongue
8. Keep track of front part of worm vs back
   a. If tongue touches front part, then round ends
   b. If tongue touches back end, then +200 to the score
9. Queen ants at the bottom that allow you to eat spiders
10. Randomly time the appearance of ants throughout the maze
11. Change the timing of the appearance of ants, caterpillars, and spiders as the levels progress
12. Have an internal timer to go from day and night within a round
13. Advance to next level once both queen ants and all food tokens are collected

Hardware

1. Joystick
2. VGA monitors
3. 2 buttons for multiplayer (2 players)