

HUNGRY HUNGRY HERBIVORE



Game Design Document: EXCERPT

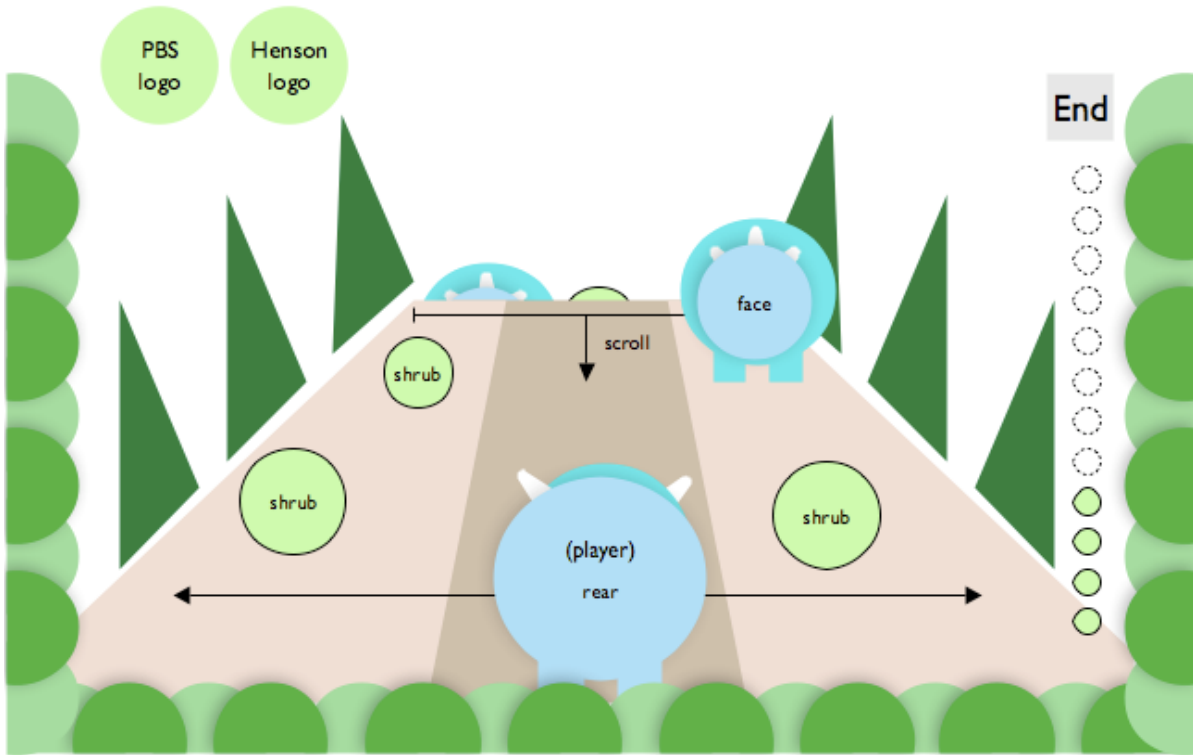
Gameplay

It's Tank's favorite time of day -- lunchtime! Player steers Tank (Episode 106) the Triceratops across 3 "grazing lanes" toward shrubs. At the same time, player has to steer clear of oncoming Triceratops. If dinosaurs bump heads, Tank will slow down. Player will have to build back up to "fast" grazing speed.

Curriculum

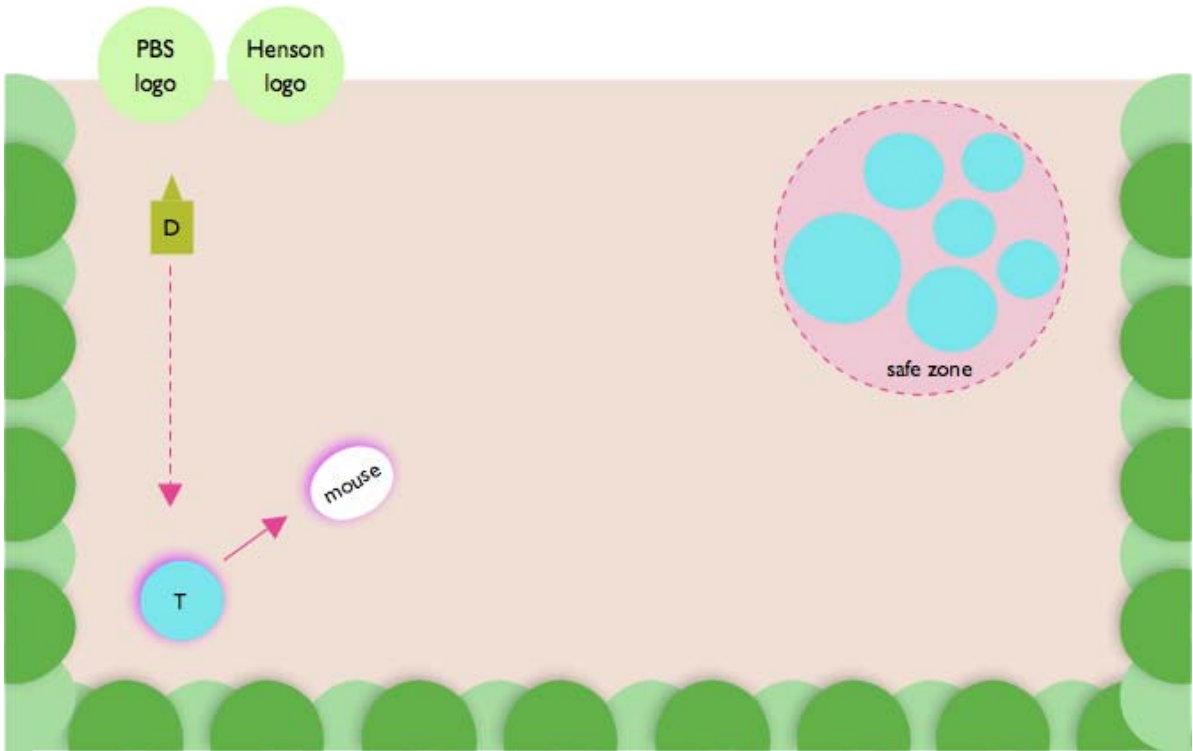
This game demonstrates that Triceratops:

- were herbivores
- consumed a lot of food
- lived in a pre-grassland environment. It was characterized by "woodlands separated by streams, rivers, and "prairies" of ferns and herbs." (Source: Holtz, p. 290)
- lived in herds. "A herd can be good for protection... On your own, you are a much easier target." (Source: Holtz, p. 289)
- varied in size (baby, juvenile, adult)



Use the mouse to move Tank back and forth.

WOOSH! On occasion, a giant blur rushes across the screen (behind Tank -- closest to the player). This prompts Tank's mom to call him to the herd. The screen will auto-switch to an aerial view (see below). Now, the player must lead Tank toward the herd. It's like a safety drill.



Lead Tank to the herd before the Deinonychus bumps him "out-of-bounds."

Game is over if:

- Win: Tank has eaten X shrubs.
- Lose: Tank is bumped off screen by the predator.

Setup:

1. Show `hungry_background01`
2. Show `hungry_tank_idle`
3. Play VO `hungry_tank_intro` + VO `hungry_tank_prompt01`
4. Set `hungry_meter` = empty

Mechanics (gamescreen01):

In `gamescreen01`, Tank (the player) has 4 states:

- Standing: `hungry_tank_idle` (starting position)
- Walking: `hungry_tank_walk`
- Eating: `hungry_tank_eat` (shrub collision)
- Bump into other dinosaur: `hungry_tank_collide`

Other (oncoming) Triceratops have 2 states:

- Eating: `hungry_tritop_eat`
- Bumped into by player's dinosaur: `hungry_tritop_collide`

On CLICK Tank (`hungry_tank_idle`) start:

- `hungry_ground` scroll
- `hungry_tank_walk`

If X seconds and NO CLICK, play VO `hungry_tank_prompt02` + VO `hungry_tank_prompt01`

In `hungry_tank_walk`, there are 3 possible events:

- a. (Eat shrub) Contact `hungry_shrub`:
 - Stop `hungry_tank_walk`
 - Stop `hungry_ground` scroll
 - Play `hungry_tank_eat`
 - Fill in next marker on meter
 - If meter = 12, random select and play `hungry_win`. Show Play again and Go home buttons.
 - If meter <12, resume `hungry_tank_walk` + `hungry_ground` scroll
- b. (Bump into dinosaur) Contact `hungry_tritop_eat`:
 - Stop `hungry_tank_eat`
 - Stop `hungry_ground` scroll
 - Play `hungry_tank_collide` + `hungry_tritop_collide`
 - Player moves Tank to unobstructed path to resume `hungry_tank_walk` + `hungry_ground` scroll (no click is required to restart Tank)



- c. (Under attack) **hungry_warning**. This signifies predator's approach and switch to gamescreen02.
- Stop **hungry_tank_walk**
 - Stop **hungry_tritop_walk**
 - Stop **hungry_ground** scroll
 - Play **hungry_warning**:
 - Screen shake + Deinonychus SFX (woosh! + squawk)
 - VO **hungry_trudy_warning** + VO **hungry_tank_warning**
 - Open **gamescreen02** + play **hungry_tank_prompt03**

Mechanics (gamescreen02):

Player uses mouse to point Tank toward the herd (no click required. This is a "attract" action). See: <http://pbskids.org/mamamirabelle/>

Start **hungry_predator** only after player uses mouse to move Tank.

If X seconds and NO movement, play **hungry_tank_prompt03**.

- If reach herd (safe zone):
 - **hungry_predator** exits screen (to signify that it is safe to return to gamescreen01)
 - return to **gamescreen01** (to resume play)
- If contact **hungry_predator**, play **hungry_predator_collide**. Then,
 - IF **hungry_tank_topdown** is still on screen, nudge it X pixels (toward border)
 - IF **hungry_tank_topdown** is off screen, play **hungry_lose**. Show Play again and Go home buttons.

