My final project for DMS110 is a game in which the player controls a bunny character to collect eggs around the map in the allotted minute. The goal of the game is to pick up the most golden egg each round and earn as many points as you can. There are phony eggs that can’t be picked up, whose purpose is to waste the player’s time and enforce the player to pay attention to detail. There are also several phony bunnies, which are noticeable by the different color they are from the player’s character. Only one of those bunnies, however, is a bad guy named ‘Swiper’ and will take away points if you get near him. Each round the position of the player, the bunnies, and the eggs are randomized on the map. This makes for an interesting and different game for every time it is played.

Some things I hope to add to the game in the future is adding a function that can keep track of the highest score and also making the objects randomly move across the map. I’d also want to possibly make the game 2 players. I also thought of randomizing barriers to place on the map. If I were to do all of this, I’d set the dimensions of the game to be as big as the desktop screen so it could fit everything.