The Last Bacon

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Story: You are the last piece of bacon on earth…   Run…

A crowd on hungry carnivores is chasing quickly behind you, numerous burners and obstacles lay ahead of you, your only chance to survive is to run, and hope that some miracle exists somewhere up ahead.

Outline: The player controls a piece of bacon. Using the arrow keys to move left, right, and jump, they must navigate through the map as they progress to the right towards the goal. The player may encounter obstacles and pitfalls that will cause them to restart the level up colliding with, however, some collectibles may exist to power-up the bacon or diminish the effectiveness of obstacles. (This will be explained more in the Gameplay section). The player's biggest 'enemy' is the massive crowd that is chasing quickly behind, so not only must the player move right and avoid traps, but they must also move quickly in order to outrun the hungry mob.

Gameplay:

- Arrow Keys will move the player.
    - The player can jump with 'UP', but gravity will have an effect.
    - 'Down' may cause the player to squat, but this may not be incorporated.
- The goal of the level is to survive by reach the end.
- Levels will follow the player as they move horizontally.
- The mob of hungry people will begin chasing the player from the start and will also move horizontally.
    - Note, the wall is not effected by obstacles or collisions, and will move to the right and after the player relentlessly, only stopping when it has collided with the player or the level is finished.
- Aside from avoiding the wall of hungry people chasing after them…
    - The player must also avoid ditches and obstacles along the way.
    - Colliding with these things causes the level to restart.
    - These obstacles may take forms such as fryers, burners, or stand-alone carnivores.
- The game will likely include 3 levels or equivalent length that get progressively more difficult.
- Music, voice acting, and sound effects are a must for this project.
- Animations for the bacon, obstacles, and crowd may also be included, depending on time.
- Player's will not have lives, but they may acquire score depending on their time, which will be displayed.
- Time and scoring for each level will be reset whenever the level is reset.
- Collectibles may be added for more challenging or unique gameplay.
    - Soy bacon may be picked up to distract the crowd and slow them down temporarily.
    - Jowl bacon may give you wings to double jump briefly.

- Gammon may speed the player up.

Jump

Lt → R

0:08 ← Time Spent running.

Goal = Sushi Shop?
New Carnivore location?

Bacon Fans

Bacon

Fire