

Project Explanation:

Little context:

Thought of quiet last minute due to some complications in my initial project, my game, 'Baby Shark', has a theme that revolves around a shark, babies, and bottles.

The main inspiration of this game was from the song 'Baby Shark' that went viral in January 2019.

The game is about a shark 'consuming' or 'eating' babies to regain health that may be deteriorated due to the plastic bottles thrown into the ocean. There is no specific reasoning behind why I thought of "shark eating babies". Due to the song title, I just wanted to include a baby and a shark somehow and given my game proposal and concept of the basic working of the game, this is what I could think of at that moment. The baby in the game represents humans who ruin the ocean by throwing in plastic bottles.

Working of the App:

The App starts off with a Welcome Page with a visually decorated design to make the game seem fun to play. After player presses the space bar, the menu page appears for which the player can decide what they want to do – play game, look at the rules, look at the context of the game, exit the app.

The menu page appears again once a round of game is over.

Working of the game:

The shark at the bottom of the screen is controlled by the player's mouse. The baby will fall linearly from the top of the screen from random x-positions while the bottle will fall at a random angle.

Each baby caught = 2 score points and increase in speed

Each bottle caught = -1 health

Initially there will be one baby and two bottles falling at the same time.

After the score gets divisible by 20, the number of babies increases by 1.

After the score gets divisible by 50, the number of bottles increases by 1.

The game can be won if the player gets a score of 100.

The game gets over in 2 cases:

- 1) If the player loses or misses 15 babies.
- 2) If health = 0

Detailed designing of the game (subtle details/features):

The tune of Baby Shark plays in a loop till the player plays a round.

There are certain sounds that occur in the middle of the game when the player consumes a baby or a pet bottle.

The tune of 'epic sax guy' (from 0:41- <https://youtu.be/gy1B3agGNxw>) plays when the player wins the round and keeps playing till either the player exits or replays the round. This tune is a

childhood memory due to which I thought of including it in my project.
A tune plays when the player loses the game as well.

The tune of 'See You Again' plays if the player decided to exit the game. (I tried my best to make it sound like it but it doesn't exactly sound like it)

In the main welcome page, the images of shark, baby, and bottle appear to have a 'floating' effect.

If the menu page, or the page with rules or context is run more than once, the text will not appear in animation (to save the player from going through the wait of all the options or text from appearing in animation while taking time)

In the rules page and context page, the baby is mentioned as 'DaBaby' which is a reference to an American rapper's name which I personally found amusing.

Once the player wins a round, 'celebratory' signs will appear on screen.

Once the shark consumes a baby, the image of the shark is replaced with an image that has blood coming out of the shark's mouth.

When the user clicks on the required option to exit the game, a message is displayed after which the window will close after a few seconds.