

J CUBED INC



FUR VS FLOWERS!!!
2D Platformer

Version 1.0.0

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Version History

https://github.com/822937603/COMP305_Assignment_02

The first version had the essential elements of the game and had the general design in mind. This version included aspects such as the player movement (moving forwards backwards and the ability to jump). Another essential element is the platforms that the player jumps across they instantiate randomly along the Y axis. This version also introduced a static background. Version also has enemies that were destroyed with player contact. The coin item also behaves in the same manner. Also included background music and a sound for both enemy death and item collection.

The second version (0.9.1)

The second version introduced the canvas and the text in order to display the lives remaining, the score and eventually the game over and final score screens.

The third version (0.9.2)

The third version saw an attempt to create a collider reset at the end of the platform line but instead a R key reset was implemented.

I. Game Overview

You play as a Furball that naturally ended up in the sky. Now he must navigate the clouds avoiding the flies and collecting coins for when he gets home..

II. Gameplay Mechanics

The player is tasked with moving along the row of platforms and meanwhile avoiding the flying enemies and collecting the coins to bring back.

III. Camera

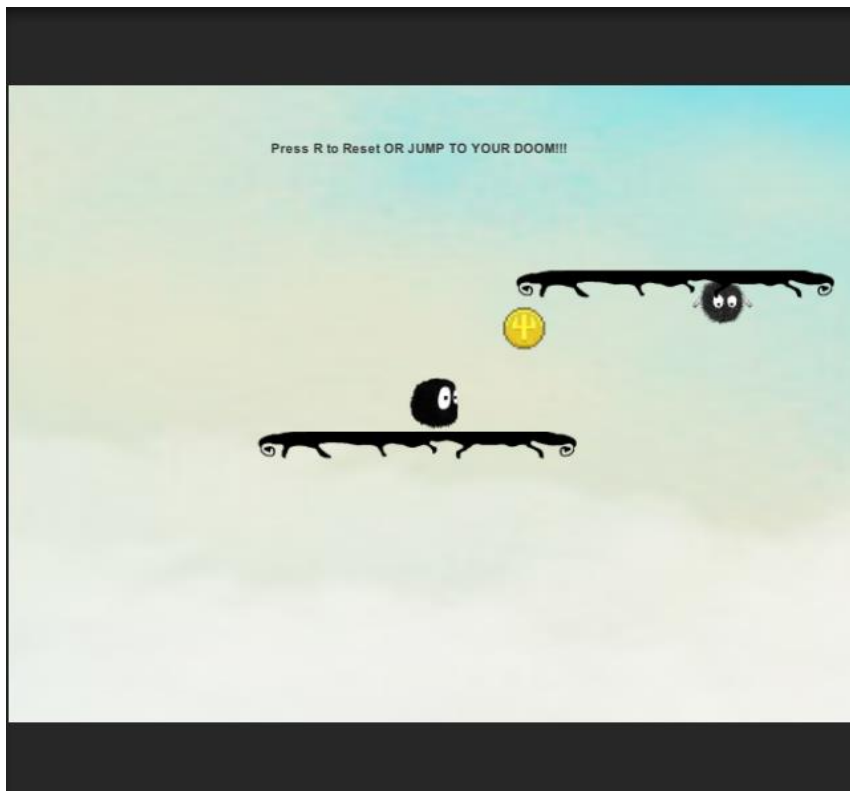
The point of view of the camera will be primarily from a profile 2D orthographic view.

IV. Controls

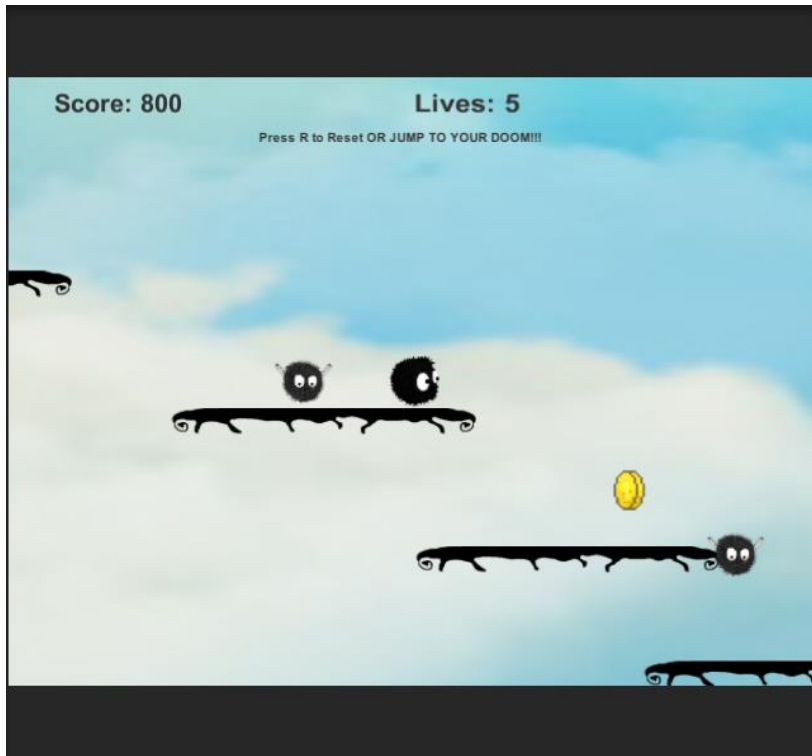
The controls consist of either the A,W,S,D keys for movement which is left, up, down, right respectively or using the arrow keys for the same function. The space bar will be used to jump jointly with the R key for reloading the level.

V. Interface Sketch/Screen Descriptions

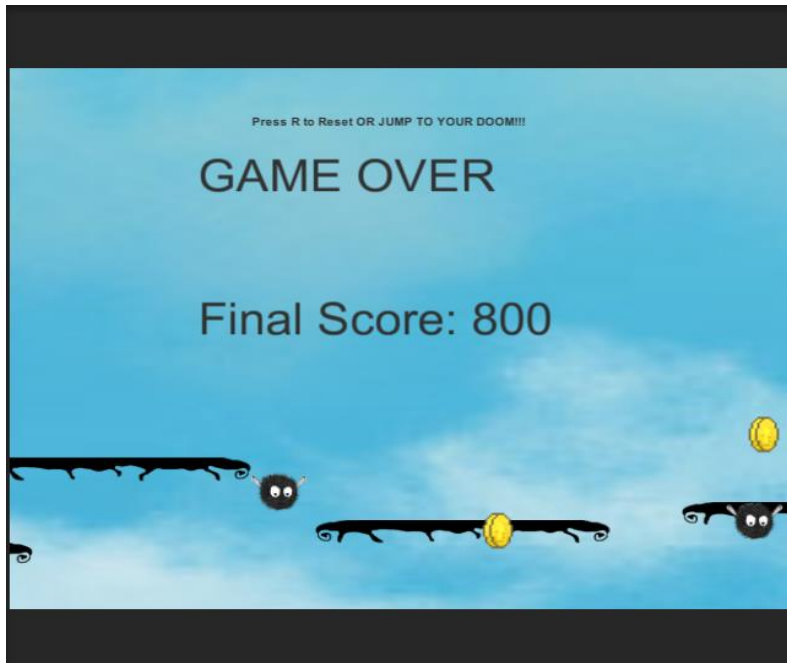
At Game Start



Mid Game



End Game



VI. Characters/Vehicles

The player will be a cool furball.



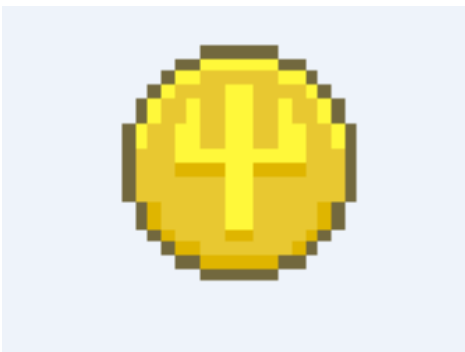
VII. Enemies

The enemy is a fly in the sky ready to take you down.



VIII. Scoring

The player can score 100 points per coin. The score is incremented at 100 points until game over. Lives is set at initial value of five and is decremented every collision the player makes with a fly



IX. Sound Index

In the sky again.mp3

Found at: <http://opengameart.org/content/in-the-sky-again>

Background music played throughout gameplay.

coin2.wav

Found at: <http://opengameart.org/content/10-8bit-coin-sounds>

Coin Collection Sound.

Fly Buzzing.wav

Found at: <http://soundbible.com/396-Fly-Buzzing.html>

Enemy death sound.

X. Art Index

Player



Found at: <https://www.assetstore.unity3d.com/en/#!/content/40588>

Furball.

Enemy



Found at: <https://www.assetstore.unity3d.com/en/#!/content/40588>

Sky Fly.

Enemy Death Smoke



Found at: <https://www.assetstore.unity3d.com/en/#!/content/40588>
Smoke created by enemy (dead)

Coin Item



Found at: <http://opengameart.org/content/spinning-gold-coin>
Gold coin for item collection

Background



Found at: <https://www.garagegames.com/products/skybuilderpack>
Background art.

XI. Future Features

Currently the game has background music and a game over screen, would like to include a menu in the future, some powerups especially with the Player possibly being able to shoot the flies and would like to implement the flowers in the namesake. A design long in the making would be to expand on game world to create puzzling platforming perhaps using light mechanics. One given of course is to add animation.