# Visual Content

This part of technical document is about the visual content of “Aganatiq” game and it has some sections: General, player elements, heads up display (HuD), antagonistic elements and global elements.

* In ‘General’ section of visual content, information about size, format, quality and scale of file is given.
  + About File Size Restrictions of “Aganatiq” game, it can be said that each file size is maximum 5 MB and maximum size of game should be 100MB. This file size restriction is very efficient size especially in phone mode for this game.
  + As file format type, png and jpg are used in this game
  + Additionally, there is File Quality Type which depends on the type of device: PC or phone. In “Aganatiq” game, as a quality, we used very low, low, medium, high, very high and ultra-levels, while we use only very low level for phone mode.
  + Visual Scale is also appropriate to the scales of PC and phone in the game.
* ‘Player Elements’ section
  + There are different types of states in each game and in “Aganatiq” game you can observe default, damage and destroyed states. In ‘default’ state, it can be seen that our main object taxi which is driven by Aganatiq move horizontally, in X axis. In ‘damage’ state, life time of main car of “Aganatiq” decreases in health bar due to the crash or different damages. In ‘destroyed’ state, game finish for some misfortunes and while game finishes new screen comes out which includes ‘try again’ (restart button) and ‘end game’ buttons.
  + As Animation Frame in player elements, movement of taxi can be demonstrated.
* Heads Up Display (HUD) represents the info which appears on the screen while the game is played by user/player. In “AGANATIQ” game, heads up display (HuD) includes following sections:
  + Type Icons of this game are health bar, score bar, timer, backward and forward buttons.
  + States of this game are splash page which shows logo “Aganatiq” in initial page, main menu for directory to main game and game play screen.
  + Font Type of elements in this game is Arial font.
* ‘Antagonistic Elements’ section
  + Type of States in term of Antagonistic elements are following ones: In ‘default’ state, collision with police, mayor and call to Aganatiq can be indicated. Problems in this state can be solved with two options relatively: going to parking lots and paying money. Moreover, in damage state, collision with wrecking ball can be indicated. This ball can damage player (taxi which is driven by ‘Aganatiq’) in every hit.
  + Animation Frames in ‘antagonistic elements’ section are other cars which causes sometimes overlap with main character “Aganatiq” ’s car.
* Global Elements
  + In “Aganatiq” game, background as a part of global elements can include background picture which is city view, main buildings of Baku, street lights, objects such as stars, rain, dust and so on. Additionally, texture of the game is 2D city view and tile is ground.
  + As mentioned before, Font Type of this game is Arial font.