# 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 sidplay (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
  + Type of States (Default, Damage, Destroyed, etc.) (default- move in X axis, damage - health decreases, destroyed - restart?)
  + Amount Animation Frames (taxi movement, )
* Heads Up Display (HUD)
  + Type Icons - > health, siren, lights,
  + States -> splash screen - main menu - game
  + Font Type -> default: Arial
* Antagonistic Elements
  + Type of States (Default, Damage, Destroyed, etc.) (collision with police -> states (2 options: pay money, go to parking lots,) (collision with wrecking ball -> damage 1to player in every hit)
  + Amount Animation Frames (other cars)
* Global Elements (City view 2D -texture, street light, objects - background, font type - arial, ground - tiles)
  + Background/Texture/Tiles
  + Font Type