Mini Game Design Document

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* Original Challenge: I did not have to make any changes to my Challenge 2.
* Visual Change: For the enemies I created a two-frame animation loop they’re on, as they move back and forth the inner circle of the UFO changes colors from blue to green. This meets the requirement as it’s a new two-frame animation that runs continuously and smoothly. For the pickups, I created another two-frame animation they’re on, as they rotate in place, they ‘shine’ going back and forth from a pickup with no glimmer to a pickup with a glimmer. This meets the requirement as it’s a new two-frame animation that runs continuously and smoothly.
* Audio Change: I added a jumping noise that plays once when the player jumps. This meets the requirement because it’s a new instanced noise that only plays when the player jumps and doesn’t loop or play in any other event. I also added a noise that plays when the player picks up a pickup. This meets the requirement because it’s a new instanced noise that plays only when the player gathers a pickup and it does not loop or play in any other event.
* Gameplay Changes: The first change I created was a UI timer in the middle of the screen that counts down from 30 and at the end destroys the player and ends the game. I believe this meets the requirement because it was created using code we had not learned in class and it was one of the ‘significant’ suggestions provided. The second change I created was little red circles that act as speed powerups. These will increase your speed by two, so picking up a few would help make the game faster but picking up too many could make the game more challenging. I believe this meets the requirement because it’s a new aspect to the game that directly alters how you can play, involved modifying my code from my own knowledge, and it was one of the ‘significant’ suggestions provided.