Spring interactive Design pages

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Reset

Reset
Button

text box
for character
name

Character

Character
Sprite

text box

The way the game will look is that the player will see a background with a text box on front of it at the bottom of the screen where the names and dialogue of the characters will be shown. The sprites for the characters will also appear in front of the background but behind the text box. There will also be a reset button at the top of the screen to reset the game if needed.

The interaction will work in many ways, the first way is that the player will press space to move on to the next scene. This is to give the player a sense of control over the pace of the game.

A   B
Y
Start

A:
B:
Q:
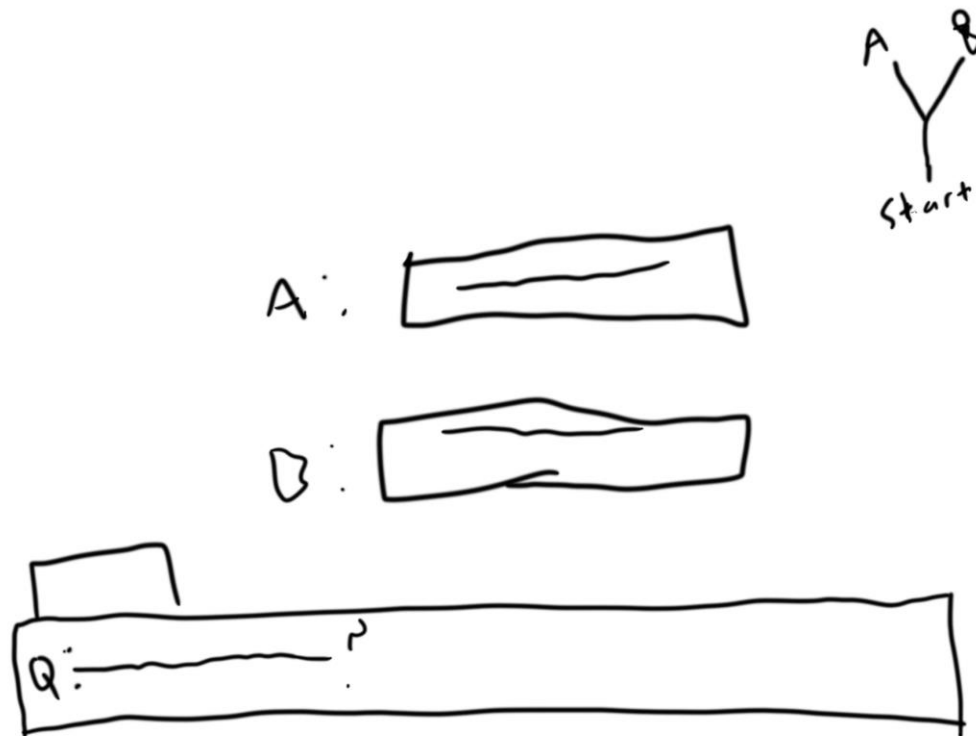
The second way interaction will work is critical choices, this will be done by giving the player a question and giving them two answers on the screen, the game will branch off depending on what answer they click with their mouse. I'm doing it this way because I want to give the player a sense of control over the outcome and direction of the game.

The third way interaction will work is a reset game button, this will allow the player when clicked to set the game back to the beginning incase they want to replay it or choose a different option.

The fourth way interaction will work is that I will implement a fun minigame somewhere in the game where the player must drag their mouse to aim a ball and fire it at a target that moves left and right. I want to implement this because I think it will make a very good fun section to the gamer and give the player entertainment.
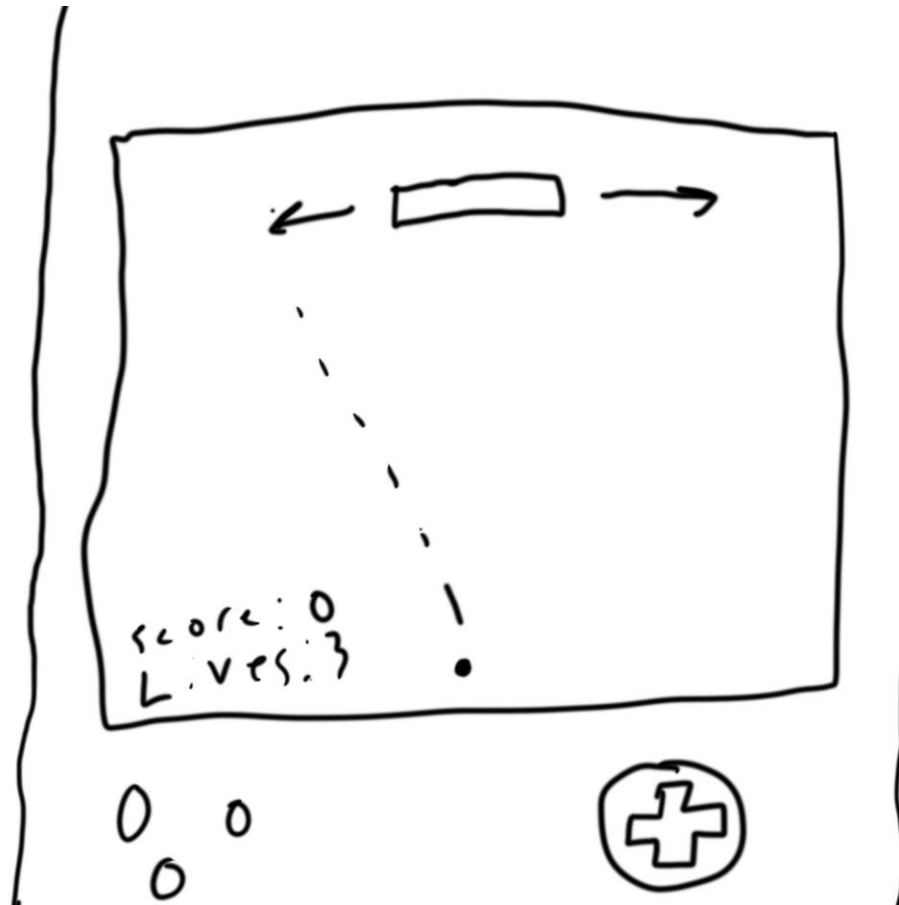
To give the player a sense of immersion I plan on making it so the game is displayed on a little Gameboy type device to make it look like the player's character is actually playing the game.