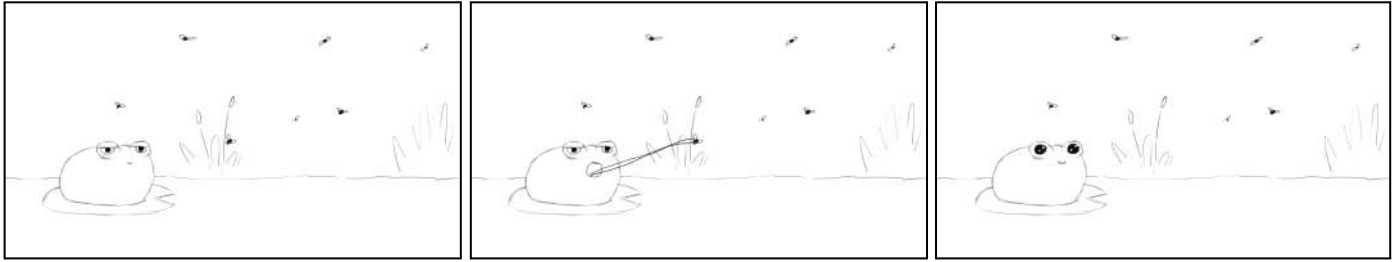


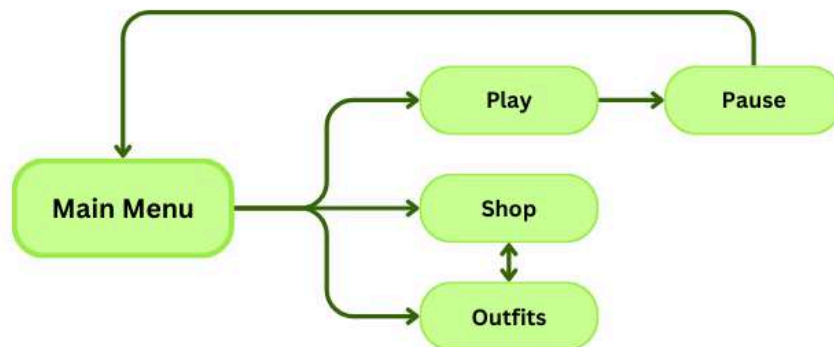
Fly Catcher



Feed the froggie! Catch flies to keep the frog happy and nourished. Make sure you don't let it starve or overfeed it!

For your acquired coins you can buy different colored frogs and outfits!

Flow Diagram



Getting around

The player can get around by using one button. Tapping the button will switch between options and holding it will confirm the choice. For example on the main screen, if the player taps the button multiple times, it will cycle through "Play" "Shop" and "Outfits". Once the player stops tapping and stops on "Shop" they hold down the button and get to the Shop Screen. The only difference is during gameplay, where the player has to double-tap fast to pause the game.

Main Screen/Menu

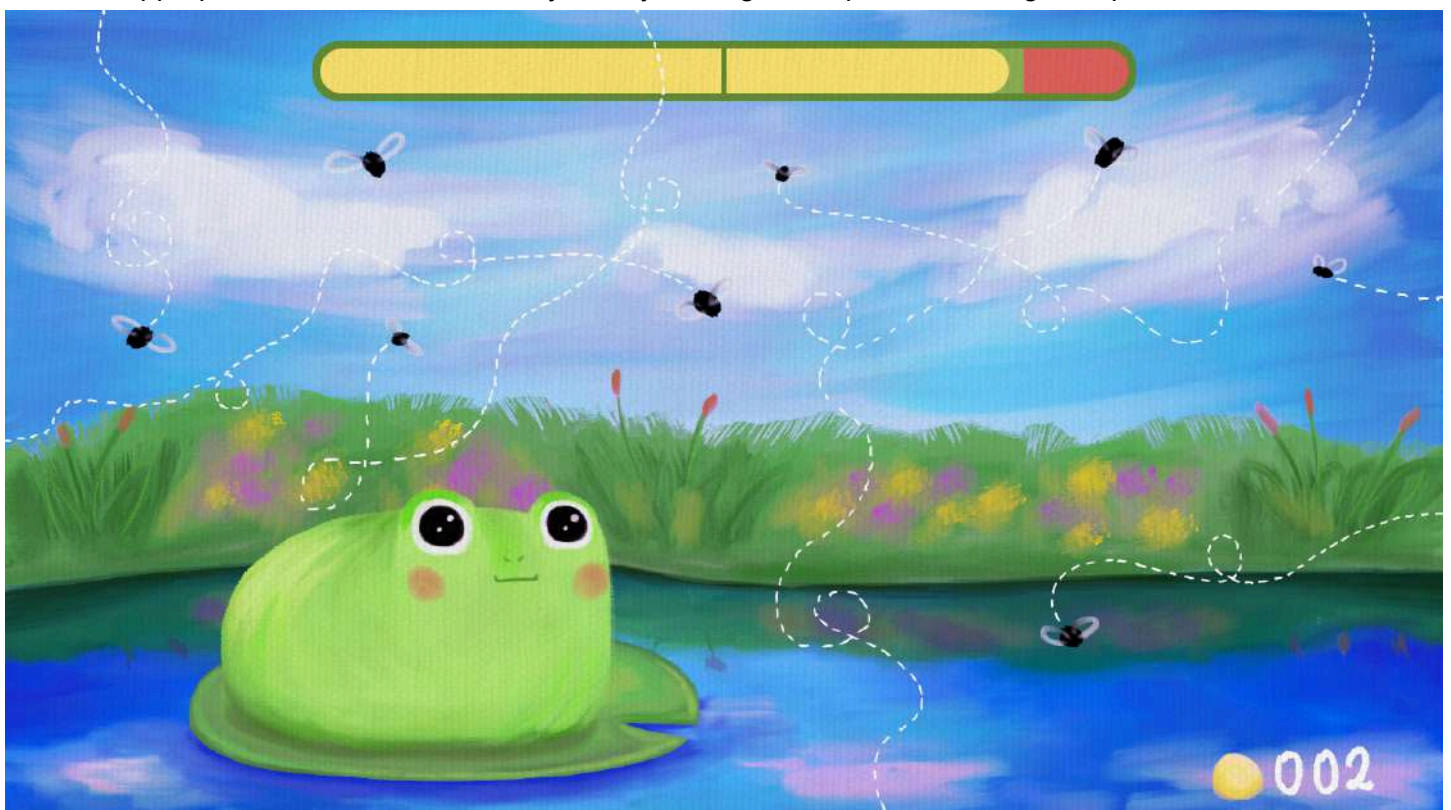


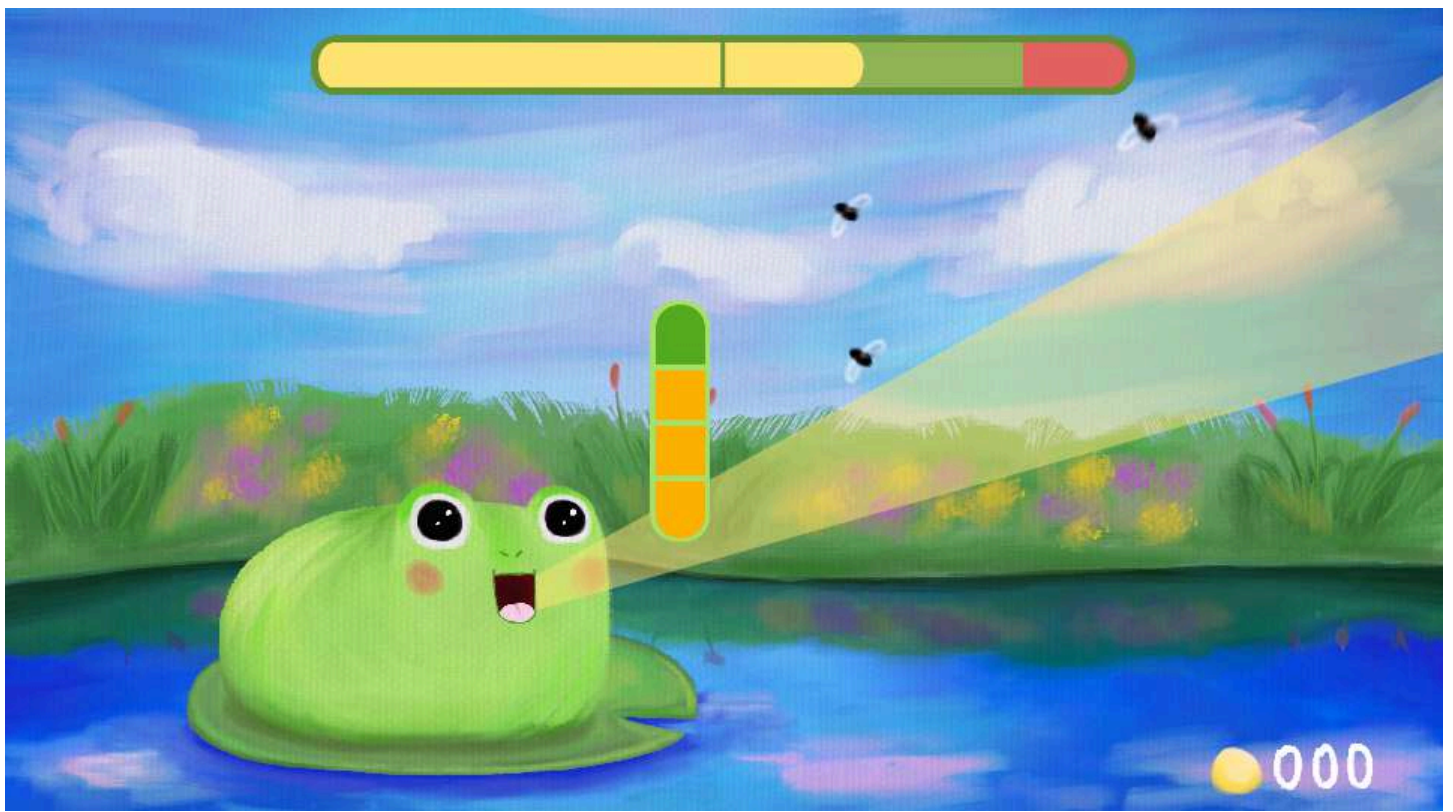


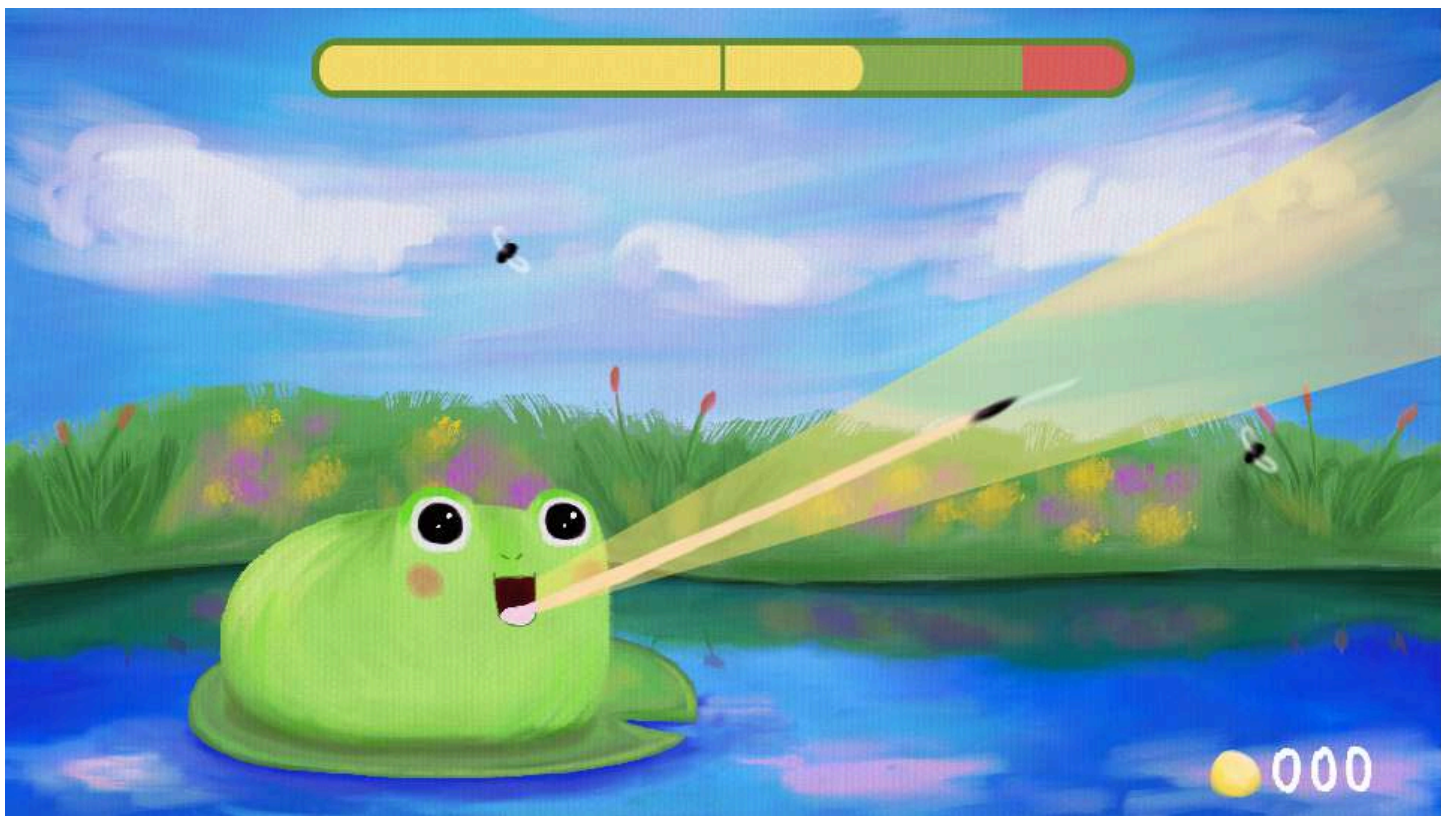
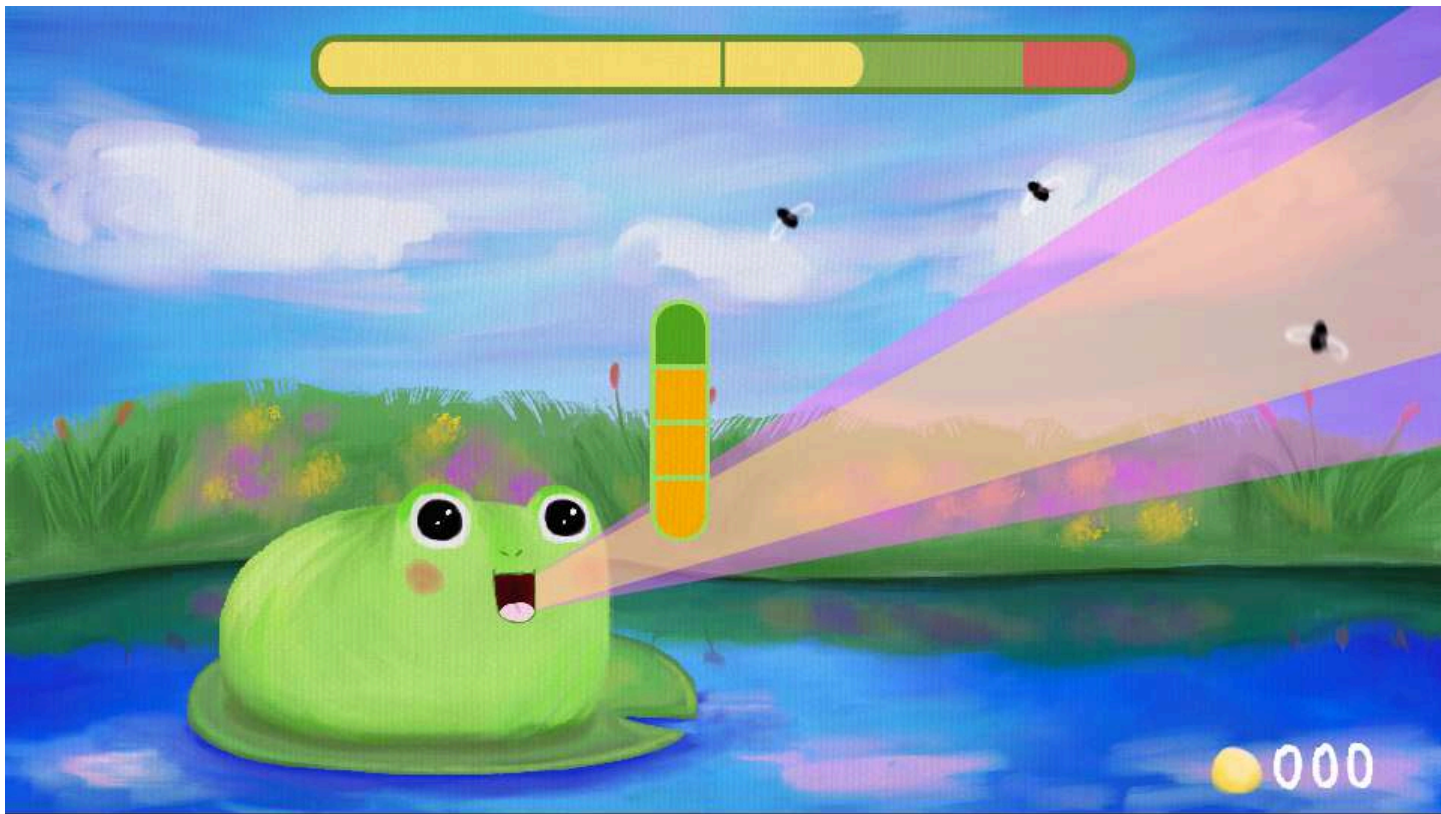
The main screen shows the Main Menu, with options “Play”, “Shop” and “Outfits”. It also shows the player's coin amount in the bottom right corner.

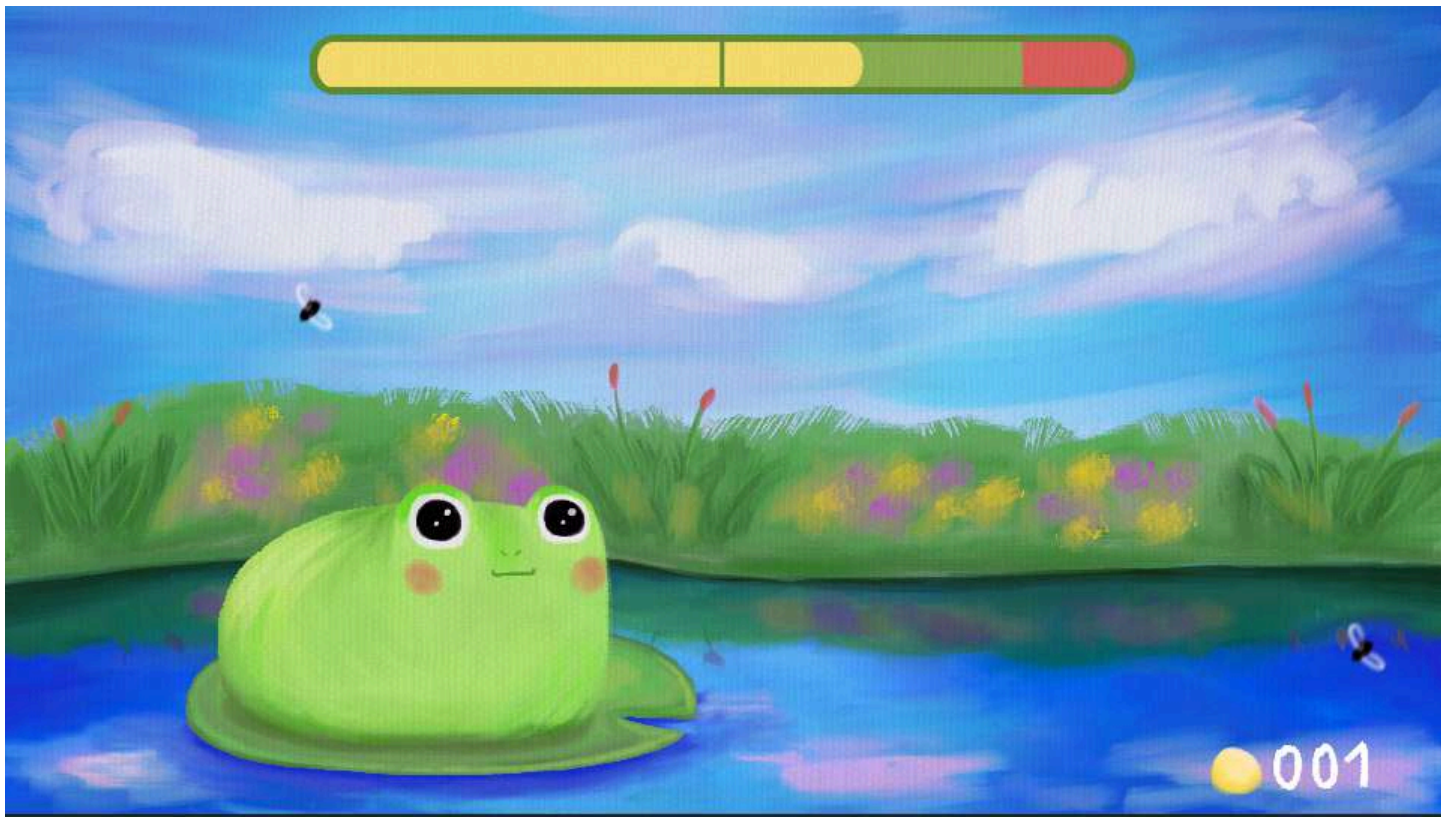
Play screen

We see a frog sitting on a lily pad in a lake. There are flies flying around and a hunger bar at the top of the screen. When the player presses and holds the button, a charge-up bar appears. The charge goes up and down and the strength of the charge depends on when the player releases the button. While that is happening, the area in which a fly can be caught is also highlighted. Based on the charge, the tongue of the frog will shoot out to an appropriate distance to catch a fly. If a fly is caught, the point counter goes up.

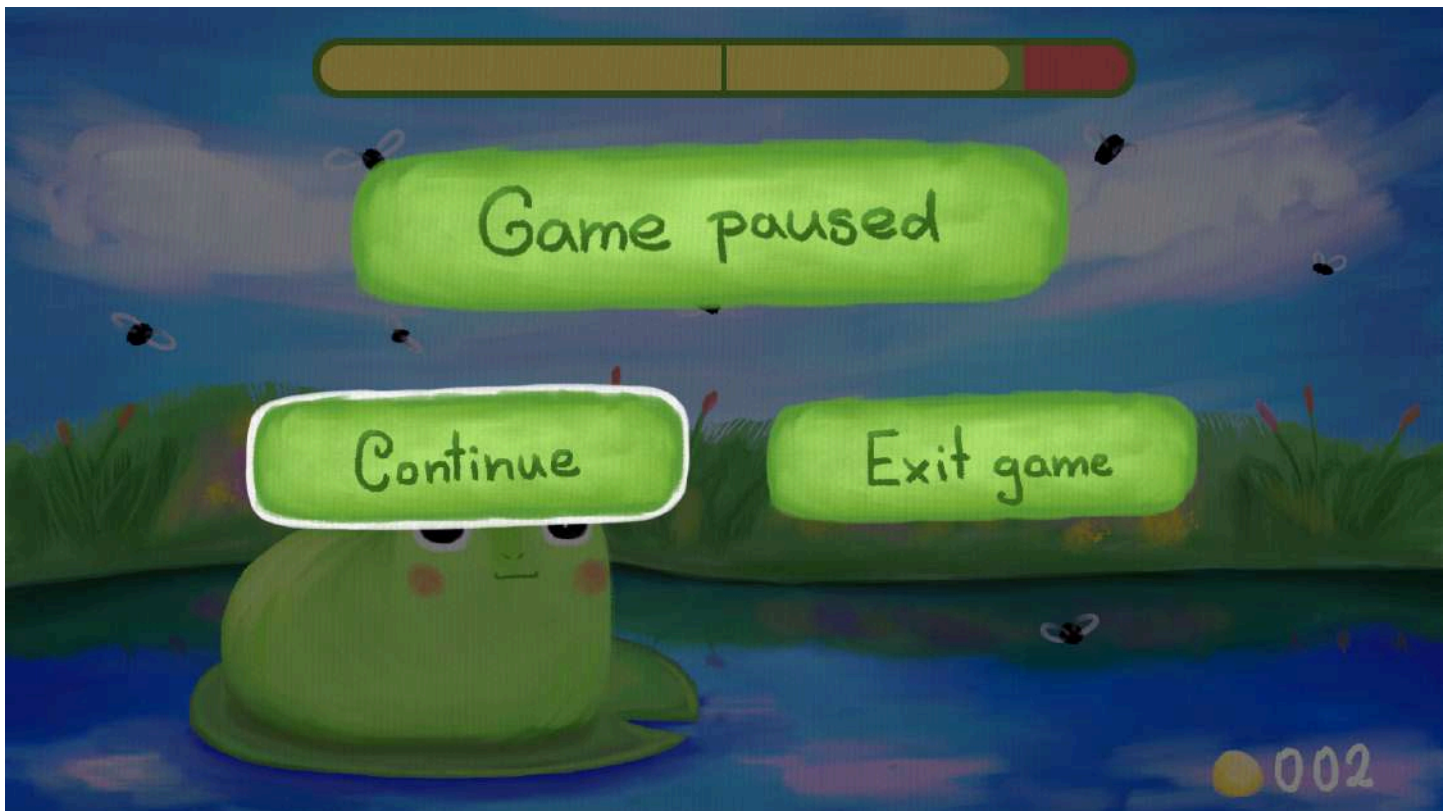






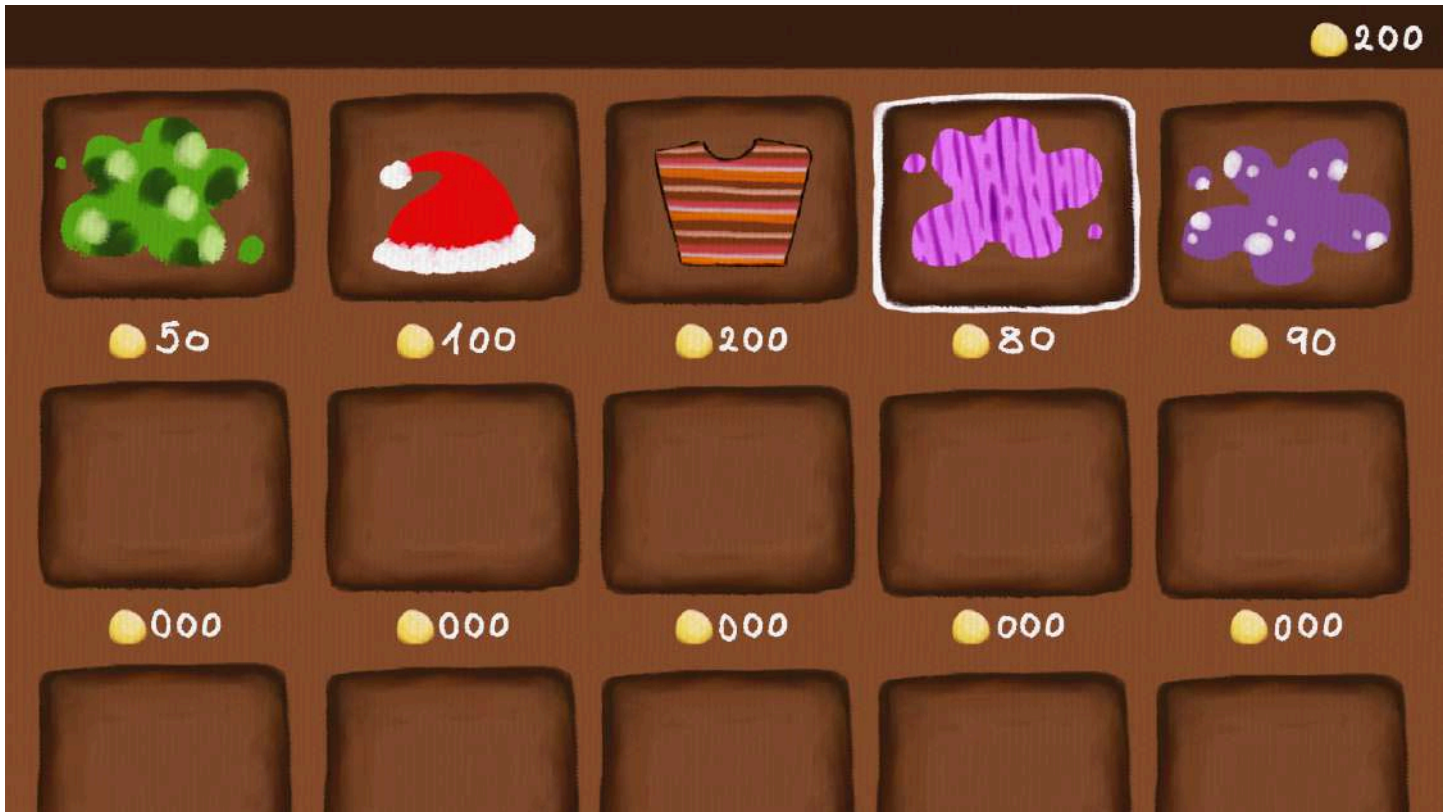


Pause/Game over screen



Shop screen

The shop shows all the outfits and skins that can be bought for the coins gained in the game.



Outfits screen



This section shows all the outfits and skins that the player owns. Here, they can change the outfit or the colour of the frog. Items can be cycled through by tapping the button and selected or deselected by holding onto the button while the item is highlighted. There can always be just one colour of a frog chosen. If a player decides to change the colour, the initial green colour will automatically appear in their closet. Certain outfit pieces can be combined, like giving the frog a sweater and a hat. If they get to the plus sign (+), it redirects them to the shop screen. They can also double-click the button to get back to the main menu.








Different Seasons

In the game, the season changes every week. It follows the usual pattern *spring* → *summer* → *autumn* → *winter*. There are special outfits that can be bought during each season and also special flies appear and give different effects.





Types of Flies







Positive

Positive			
			
Regular fly – flying around at all times, on its own, it adds one coin to the total amount	Big fly – appears every once in a while, on its own, it adds 5 coins to the total amount		Purple fly – after it's eaten it doubles the coins collected for the next 2 minutes
			
Spring fly (pink) – resets the hunger bar	Summer fly (yellow) – Expands the possible catching area for the next 2 minutes	Autumn fly (orange) – fly speed goes down making them easier to get caught	Winter fly (blue) – freezes the hunger bar for the next 2 minutes



Negative

	
Red fly – sets the hunger bar in the low red zone	Green fly – makes the hunger bar go down faster

Stages of Hunger

		
Happy stage	Pleased stage	Neutral stage
		
Sad stage	Crying stage	Dead stage

References

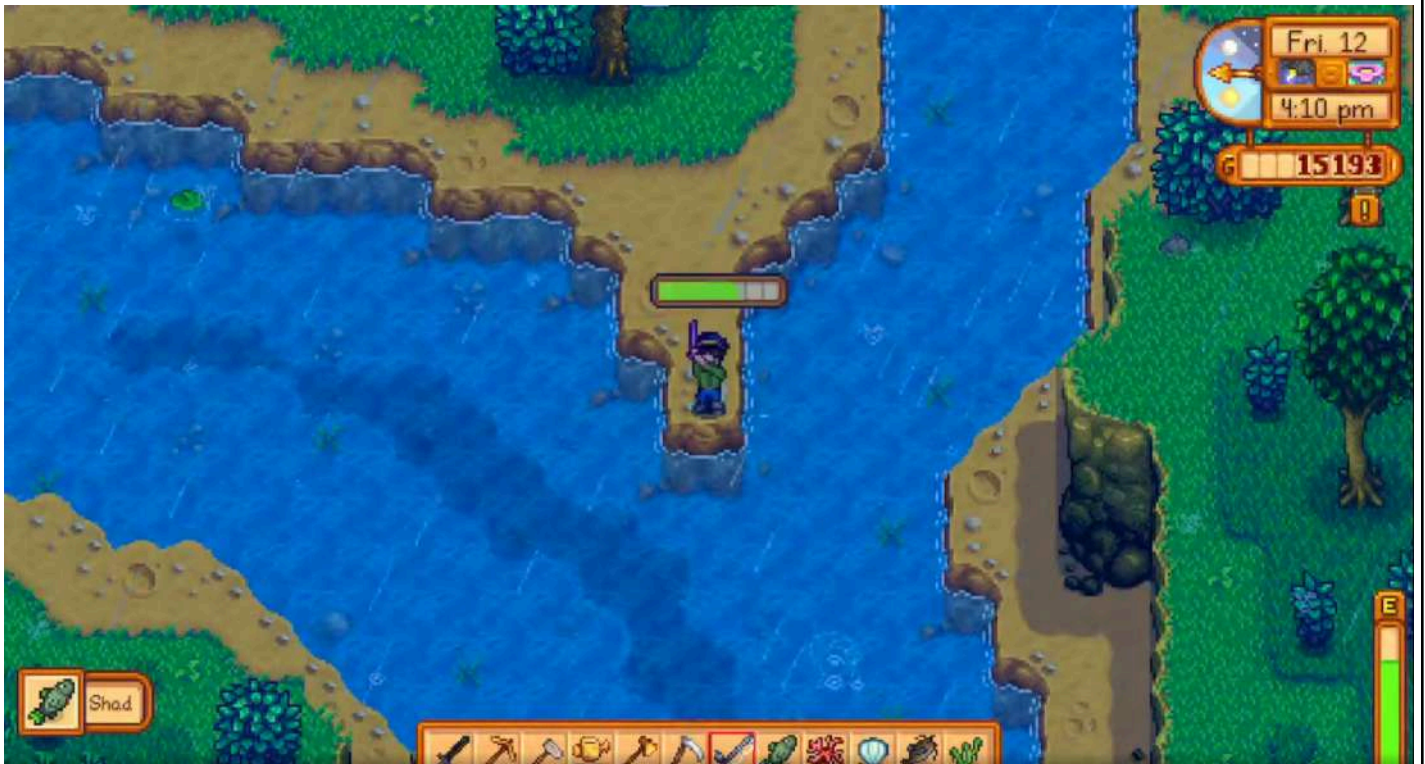
Finch App	
	
I took inspiration from the shop and wardrobe in finch, with the items being in little windows	

Dress up games



Another inspiration for the outfit screen was the general look of dress up games, where the closet can be seen on the side of the screen with the character on the other side with immediate outfit updates.

Stardew Valley



For the functionality of the fly catching, my inspiration was stardew valley and its fishing functionality, where you hold a mouse button down and that charges the rod up and it shoots out once the button is released.