**PROJECT NAME:Body Builder Puzzle Adventure**

**DEVELOPER NAME:Cameron Jenkins**

**PROJECT REQUIREMENTS**

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| Body builder puzzle adventure is a children’s puzzle game involving placing the correct body parts in the correct places. The game will feature multiple levels and will vary in difficulty as the game progresses. Each level will have the user placing three body parts per level varying from limbs to internal organs. To appeal to our younger audience bright colours and cartoon images will be used. |

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| **FUNCTIONAL REQUIREMENTS AND CONSTRAINTS** |
| Interactive home page with buttons for play and settings |
| Draggable body parts that snap to intended drop area |
| Rewarding gold star system tracking how many correct choices were made |
| Take the users name |
| Replayable levels with high scores |
| Display images to user |
| Must appeal to children aged 7-11 |
| Must be optimised for loading times |
| Must have age appropriate language |
| Must have browser compatibility for use on any device |

**Project Resources**

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| **CONTENT/MEDIA ASSETS**  e.g. Game Character | TYPE  e.g. image (webp) | SOURCE  e.g. original from client |
| Game characters | 2d vector | Craftpix.net |
| limbs and other body parts | png | <https://assetstore.unity.com/2d/characters>  or made by me |
| Environments | Png | Made by me / AI image generation |
| Buttons | Png | Made by me |
| Stars | Png | Made by me |
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| **HARDWARE & SOFTWARE Resources**  (For development and use) |
| Pc |
| Vs code |
| Photoshop |
| Canva |
| Figma |
| Monday.com |
| Spiritapp.io (for in page animations) |