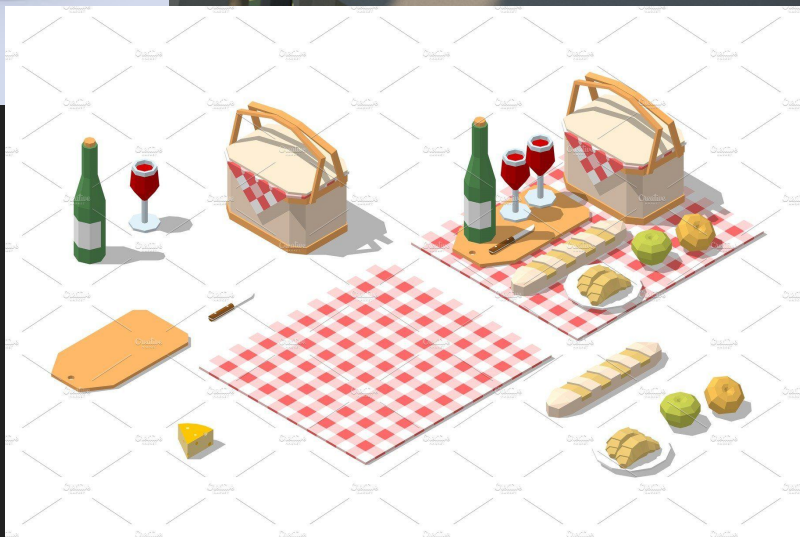
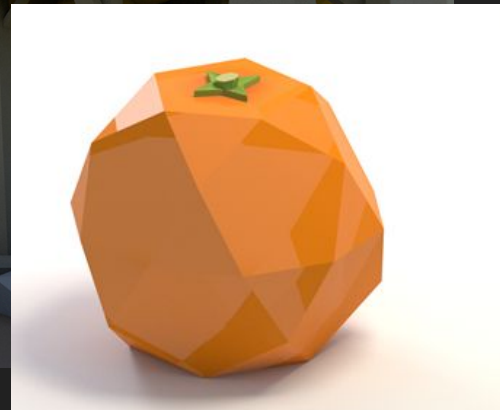


Fruit Basket Wireframe



Mood Board



Time: 117.00s

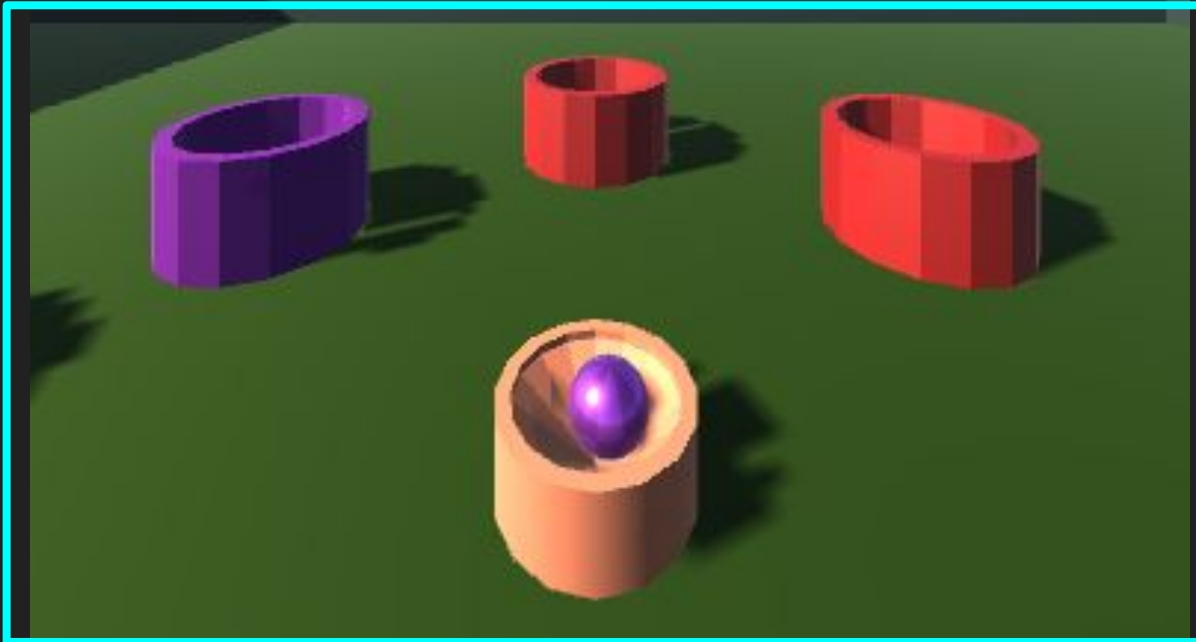
Score: 450

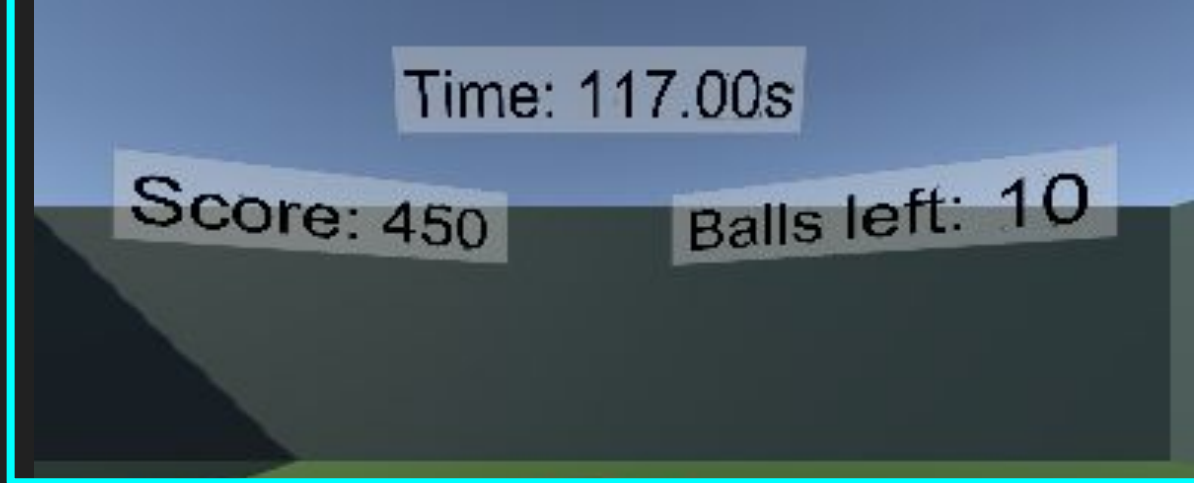
Balls left: 10



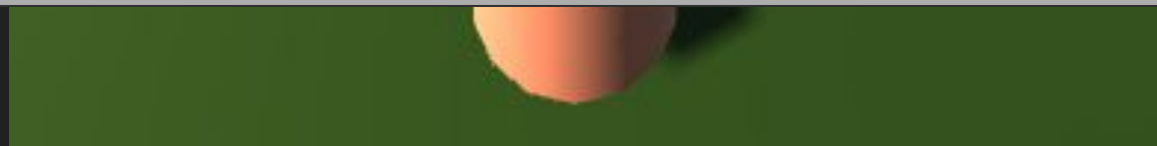
Game Prototype (10/06/2020)

Floor - A simple texture over a flat quad plane. Texture would be of forest grass, with no specific details required





Walls - Texture and model, preferably. Would be of a tree line, as if the player was standing in the centre of a forest clearing.



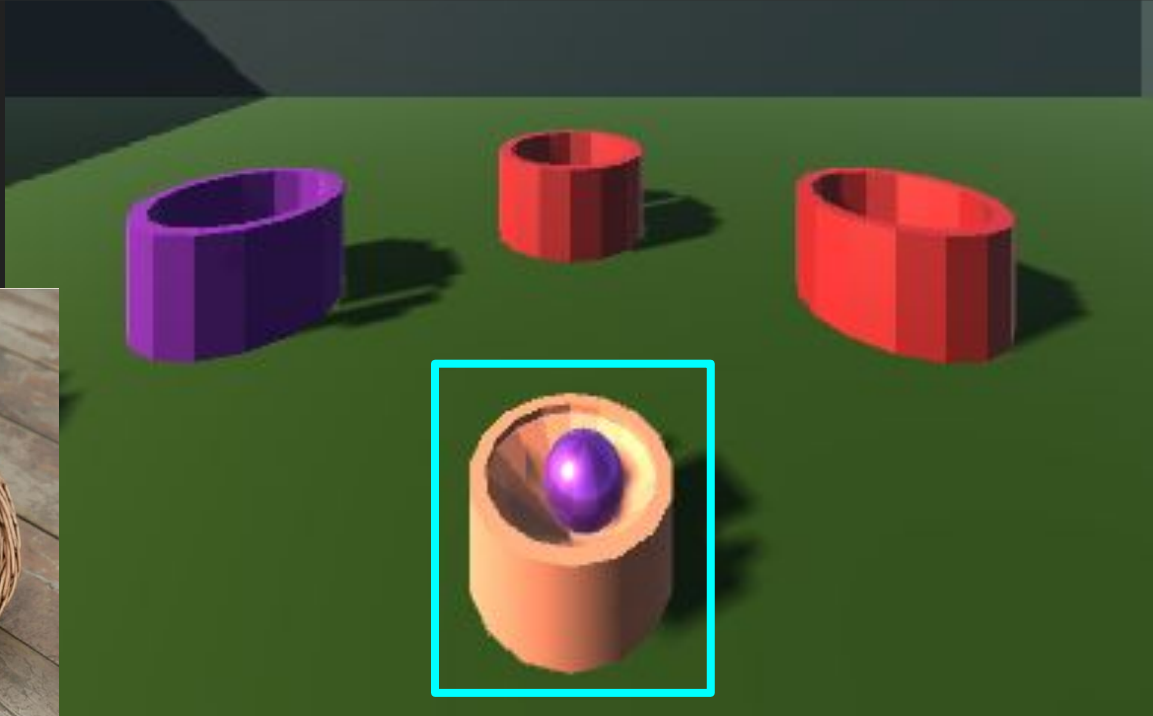
Baskets - One repeatable model, for the player to throw “balls” into. Need to support recolouring, or have multiple textures to account for this

Reference



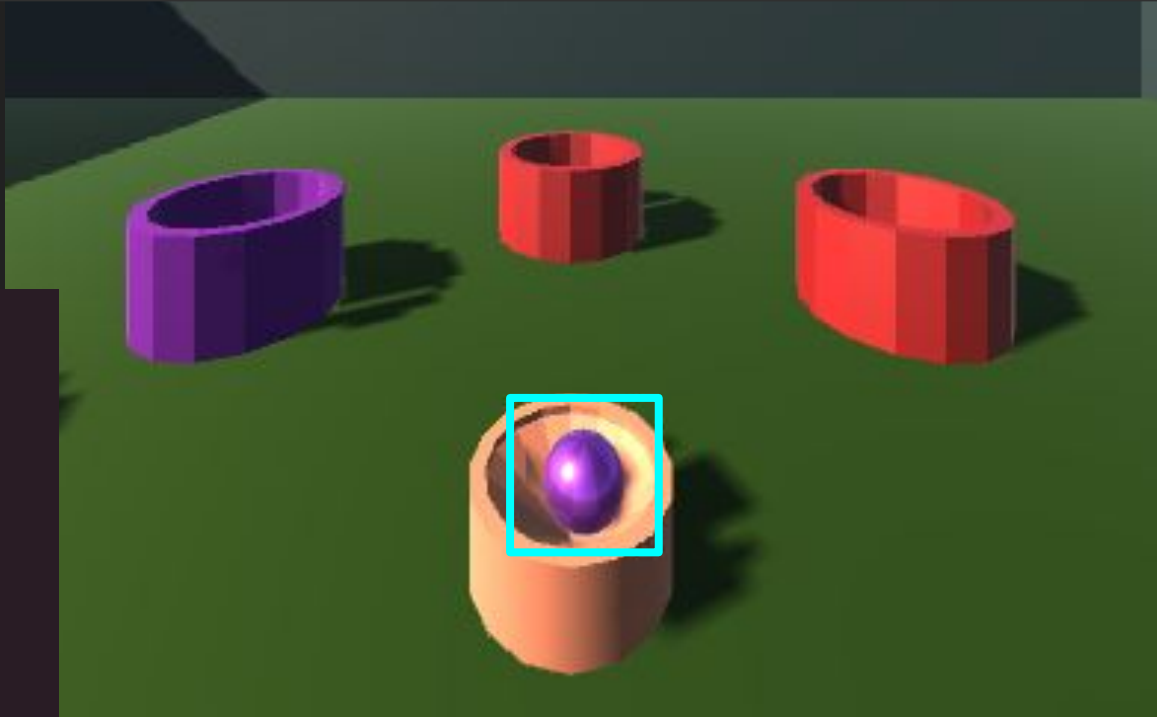
Ball Basket - Altered basket model, to serve as the spawn point for the “ball”. Does not need to support colour modification, as this is only used once

Reference



“Ball” / Fruit - One repeatable model minimum, with support for colour changing. Model would be of a round, generic fruit

Reference





Game UI - Backboards need thematically appropriate textures/sprites, one universal sprite will do

A 3D rendered scene showing a green grassy field under a blue sky. In the background, there is a large, light gray, rounded rectangular structure. In the foreground, there are three cylindrical pedestals: a purple one on the left, a red one in the center, and another red one on the right. Three white rectangular buttons with rounded corners are placed on top of the pedestals. The button on the purple pedestal is labeled 'RESTART', the button on the central red pedestal is labeled 'UNPAUSE', and the button on the right red pedestal is labeled 'QUIT'.

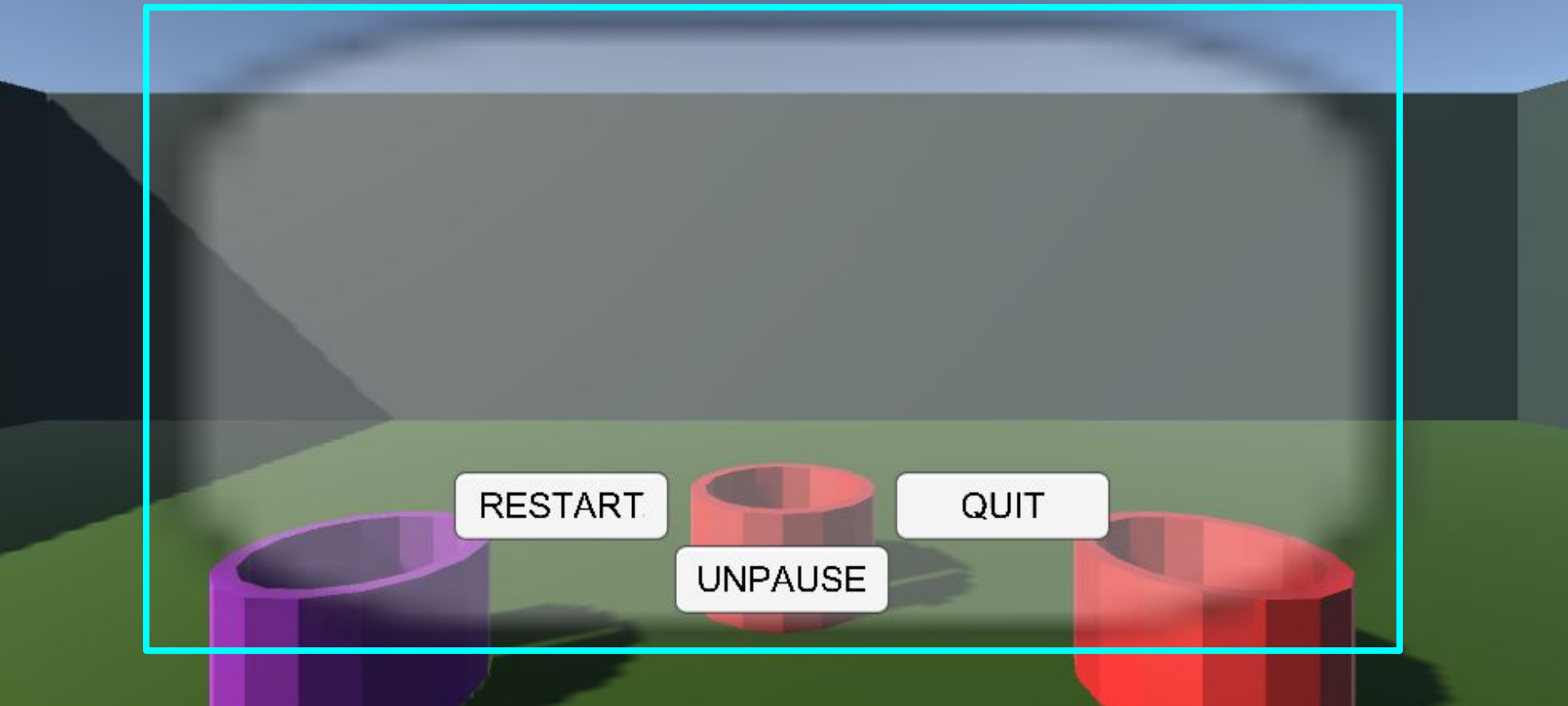
RESTART

UNPAUSE

QUIT

Pause/End Screen Menu Prototype (10/06/2020)

Score Screen / Menu Backdrop - Same situation as game UI backdrops, but built for a score screen.



Menu Buttons - Simple buttons, used only in the pause/score screen. Buttons have text, and should have some difference when hovered over.

