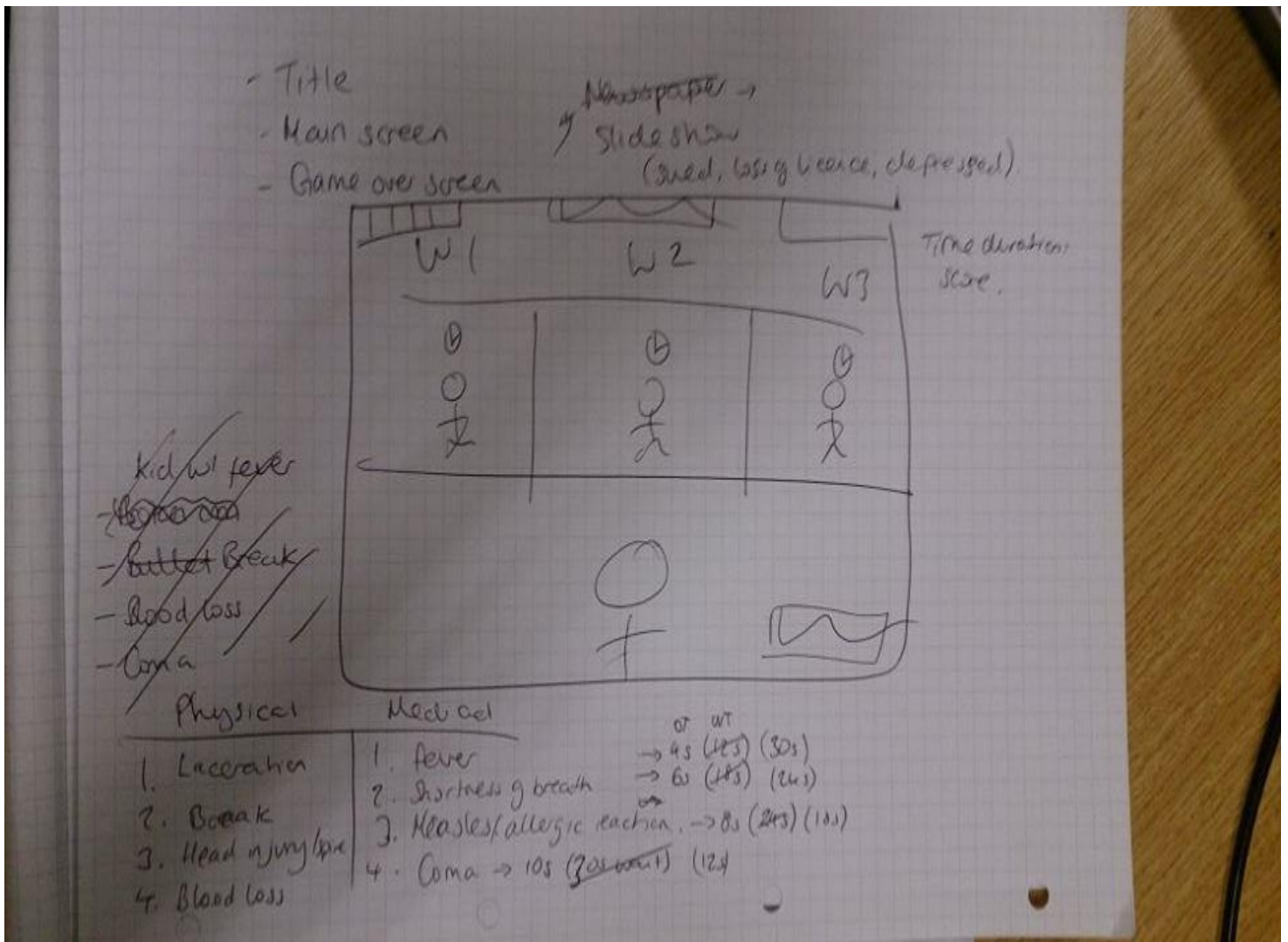<p style="text-align: center;">**Game Design for Competition**</p>

Using the below picture as a guideline, this is what the game will contain:-

A Game Title

Is not a big deal at this moment in time, however if anyone has any suggestions just say on Facebook.

Main Screen

Will need to be constructed using JavaScript. Something somewhat basic including:-

"Play":-

This will start the program.

"High Score":-

Including sub categories difficulties "Hard", "Medium", "Hard," this will show players high scores.

"Achievements":-

 If time permits, highly unlikely though, will discuss later on in project.

"Settings":-

For example to toggle in game sounds such as ambient noise and background music for the game.

"Quit":-

This will terminate the program.

Also, the main screen may contain a simple background with background music (I will ask a friend of mine to create a piece of music near the end of the project, but we can design the background of the main menu early. Something themed around hospitals or any other ideas would be appreciated.

Introduction Slide

This should be shown before the start of the game, with the option to skip through it with the click of the mouse with the prompt "Click here to skip." Showing the situation of a natural disaster that just recently happened in the area, and you're the doctor trying to contain the situation, and treat as many patients as possible. Using drawn images to demonstrate this, similar to the "Game over Screen," on page 3.

Game over Screen

Once the number of lives has depleted (dependant on difficulty,) the "Game over Screen" should be a separate, with a somewhat simple animation (open to discussion.) "Game over Screen" should also show the players High Score, and store their High Score for other users to see from the Main Menu.

Should include three transition phases, each either being timed, or promoted for the user to click on the screen with "click to continue" to prompt. Showing a picture of the doctor being sued, then losing his licence

Level Design

Somewhat similar to what is shown in the picture on page 1, however maybe it could include more rooms, of maybe up to 6 or 9 (Once again, open to discussion.)

In way of appearance, I think it should be your typical plain/dull looking hospital, I am not entirely sure how you want to do this, but if the graphics could look something like this:-

Not sure how you would do this, but I would be interested to learn if one of you guys knew how.

Music will always be the last thing to do, with sounds being second to last.

Types of Patient

There are currently eight types of patient, in the above picture, (with the possibility of more being added,) ranging from four physical and four medical. Four being the most severe for both medical and physical, each patient will have a timer of how long they have before they somewhat die, and how long it takes for the user to "cure" them.

These patients should randomly appear, "Easy" difficult should randomly generate fewer patients, while "Hard" difficulty should generate patients at a quicker pace. The difficulty should also affect how much a patient type will give the user, in terms of these score.

The timer should have a little animation of some kind, i.e. a mini clock, or hearts, as shown in page 2, in regards to how long the patient has to live. I also think, once the user has click on a patient to be healed, the timer on the patient should stop until "cured", however if the user decides to randomly cancel this action, the timer should carry on as usual.

You could also implement a function where extra points go towards the score if the user "cures" the patient quickly or not. I think this function should be optional.

Each type of patient should also have an animation that makes the user know the distinction between types, for example shortness of breath, the patient could be blue in the face or blood loss, and the patient could have a bandage with red on it.

Connor has implemented drop down menus already, this could be if the user is to select certain options the user has to choose from, the wrong selection resulting in a penalty in time loss. I would rather implement this near the end when the core structure of the game has been solidified and implemented.

Lives Function

The lives should be the equivalent to the difficulty level, for example easy has seven lives, medium five and hard three. The term "lives" meaning, the amount of patients allowed to die. Once lives have been depleted, the game should than transition into the "Game over Screen."

Player Score

Should be affected by difficulty, for example hard difficulty will generate more score over time, as well as patient types giving a higher score. The score currently generated should be shown in the top right hand corner of the screen. Also, the final score should be shown at the end of the "Game over Screen," as well as it being stored on the scoreboard, at the main menu.

Sound

Should be able to toggle music sound on/off and ambient sound at the main menu

Functions we could implement, if we have The Time

- Implement a function where extra points go towards the score if the user "cures" the patient quickly or not.
- Utilize an achievement system.
- Connor has implemented drop down menus already, this could be if the user is to select certain options the user has to choose from, the wrong selection resulting in a penalty in time loss. I would rather implement this near the end when the core structure of the game has been solidified and implemented.
- Further use of the in-game drop down menus, could also have a function that shows how many supplies you have for each option, for example the amount of bandages you have until the next supply drop or something. This will show as a timer on the button right hand side of the screen, the amount of time you have to wait or the amount of supplies of start off with, depending on what difficulty you are on. Further encouraging the user to think about their actions.