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Dagger Touch

Aim and swipe!

Summary

In Dagger Touch, the player has a dagger and targets that need to be hit. The dagger rests at the bottom of the screen, where it can be swiped toward a moving target with the flick of the player's finger. Targets move linearly around the screen in each level, with more complex patterns and higher speeds as each level progresses. In each level, the player will have a limited number of daggers to destroy each target, but an unlimited amount of time.

Features List

- Moving targets
- Throwing daggers
- Swipe to throw
- Many levels
- Changeable backgrounds for several seasons

Target Audience

Our target is the casual gamer. The gamer on the go, who wants to pick up their phone, have some quick easy fun, show it off to their friends, then drop the game to pick up their drink at Starbucks, and pick it right back up when they're done.

Experience Goal

People love aiming projectiles, watching projectiles travel through the air, and feeling the satisfaction of a projectile landing where they predicted. We want to satisfy players with a flashy simulation of these experiences.

In our game the player will plan their dagger throw according to the movement of the targets, watch with brief anticipation as the dagger tumbles through the air, and then find satisfaction when the dagger hits its mark. Although accuracy is required, quick thinking and fast reactions are not, so the player can play at their own pace, allowing them to play anywhere. And with how quick each game is, they can play almost anytime.

Play Description

Players are tasked with destroying the targets ahead of them with as few dagger throws as possible. Depending on the level, the allowed amount of daggers changes creating varying difficulties.
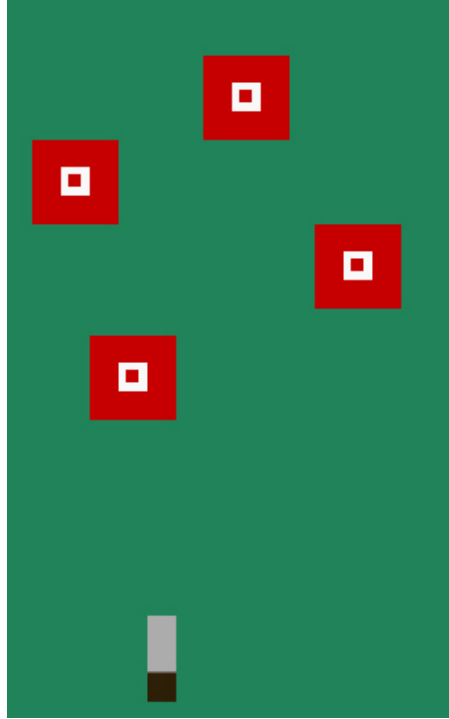
Player is in starting position, ready to throw their dagger.

The player can either tap the bottom of the screen where they want the dagger to shoot in a straight, vertical line from, or they can hold down and release to fire in a chosen direction at an angle. As the dagger travels through the air, it spins to better show the dagger's hitbox and location.

Targets can either be stationary or moving in simple patterns, changing based on the level. The number of destructible targets also changes.
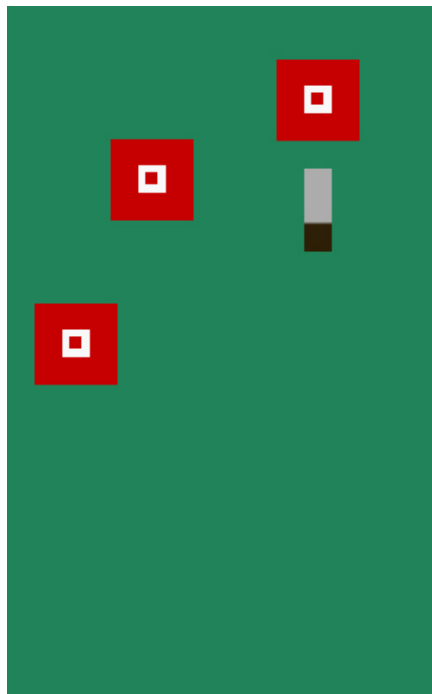
There is no time limit, so the player needs to simply time the lining up of the perfect shot.

The amount of daggers the player is given will be represented in the corner with a number glyph or simple imagery.

When a target is hit, it explodes into colorful pieces.
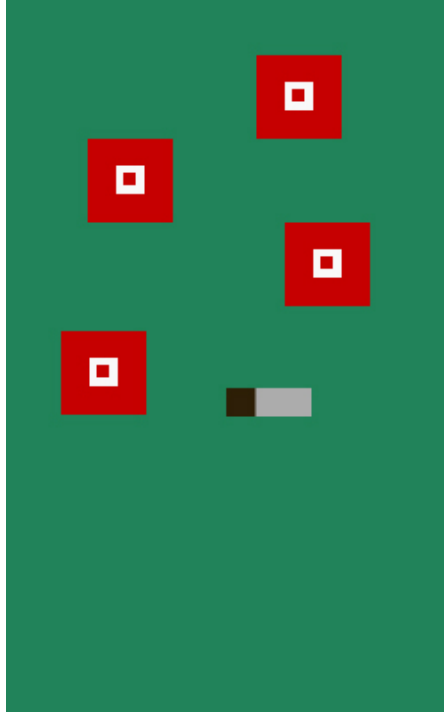
Dagger is tossed and spins through the air at target.

Dagger hits and destroys target.

Dagger Throwing

The dagger is thrown with a swipe action, a common gesture on touch screen and mobile devices. The idea of swiping is first introduced by the cover image, where the player reads the tagline about swiping and sees a dagger being flicked by a finger.

When the player is in game, they will place their finger on the dagger, quickly slide their finger in the direction they wish to aim, and then release their finger.

Then, using the PS.touch and PS.release functions, the game will look at where the player put down and released their finger, and plan a path from the touch to the release location with the PS.path function. Then, this path will be projected out to the edge of the screen, so the dagger has a path to follow until it hits something or goes off screen. This path will be used to draw the dagger, but it will also be used to move a sprite with a transparent alpha. This invisible sprite will handle collision for the dagger.

The time between the PS.touch and the PS.release events will also be taken into consideration for determining the speed of the dagger. This will create a bit of a challenge for the player. Fast moving daggers will hit their target before it moves away, but swiping one's finger too quickly makes aiming more difficult.

Project Plan

- Stone
    - Find sounds for:
        - Dagger throw
        - Dagger toss idle
        - Target destroyed
        - Victory
        - Failure
    - Cover Image
    - Determine best colors for
        - Target's red and white
        - Dagger gray/silver and handle brown
        - Season Options
            - Fall
            - Winter
            - Spring
            - Summer
    - Find appropriate glyph for target shape
    - Design levels
        - 3 to 5 levels for now
- Sean
    - Program target collision
    - Program moving targets
    - Program moving dagger
    - Animate moving dagger

- Program swiping input for dagger trajectory
- Level loading and transitions