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*LineBouce Design*

I will be making a game called LineBounce. There will be 4 main screens: the menu screen, which is where the user will start, the game screen, which is where the user plays the game, the settings screen, where the user can change the settings, and the Game Over screen, which is what will pop up when they lose. The goal of LineBounce is to draw lines that a ball bounces on, and to keep the ball on the screen. The screen scrolls upward, and the user wants to get the ball as high as they can before it falls off of the screen. The screen only scrolls up when they collect tokens on the screen with the ball.

Game screen: The player draws lines by clicking somewhere on the screen. A line is drawn from the last spot that they clicked. Therefore, the lines would end up looking like zig-zag if old lines stayed on the screen. When the ball hits the line, it bounces off with a slightly greater velocity, at an angle mirrored along a perpendicular line where the ball hits. The user can only make a new line after the ball hits the last line. There will be lines in the background that move down as the screen moves up, and will change color once the ball has reached them. These lines will show that the screen is moving up, and will let the user see how many points they received. The points are based on how high the ball gets. When the ball falls off of the screen, the Game Over screen is shown.

Game Over screen: This will show 5 highscores, and under that will show their score from that round. Under that it will have two buttons. One for the menu, and one to play again. The high-scores will be saved in a text file.

Menu screen: They will be given 2 options: New game, and settings. These will take them to the game screen and the settings screen, respectively.

Settings screen: This will contain 3 settings: line color, ball color, and whether bumpers are on or off (bumpers means that closer to the walls, the ball is slightly pushed inward, so it is harder to lose). Settings will be saved.