



DESSERT STUDIO

Assignment 4

Frog Escape

Version #0.3

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Table of Contents

- 1. Version History**
- 2. Game Overview**
- 3. Game Play Mechanics**
- 4. Controls**
- 5. Game World**
- 6. Game Progression**
- 7. Characters**
- 8. Non-player Characters**
- 9. Enemies**

Frog Escape

I. Version History

v1

- Frog, rock, fly and ground images created
- Scrolling background (to the left)
- Movable frog sprite via mouse y-axis
- Rough introduction screen
- Added a few internal comments

v2

- Updated in-game description and instructions
- Added 100 health to frog and increment of -5hp per hit object
- Added rocks as bad objects that take away health
- Increased speed
- Changed all font size to 35
- Added a few more comments

v3

- Created external documentation
- New fly, rock and snake sprites
- Implemented random rock image selection
- Added random fly direction and start location
- Snake follows frog
- Frog moves back if it hits a rock or forward if it catches a fly
- changed hp loss from -5 to -10
- Added win condition: when the frog reaches the right side of the screen the game ends

II. Game Overview

You are trying to get away from a hungry snake. You are a frog who seems to have all the bad luck. Not long ago you stumbled upon a hole in the ground and it happened to be the home of a very hungry snake. Now you must get away as quickly as possible.

III. Game Play Mechanics

You control the frog using your mouse. You can move it up or down.

IV. Controls

Mouse control only.

V. Game World

The world is dangerous for a small frog. You usually keep out of trouble, but this time you have found a snake, and have to run through a rocky field to get away.

VI. Game Progression

Collect flies to get farther away from the snake. If you hit a rock you will move back.

VII. Characters

Frog: Ordinary frog, aside from the luck it has. Help him escape!

VIII. Non-player Characters

Flies: Not much to look at, but a very useful power-up to help you escape.

Snake: Not too fond of visitors, unless they are on the menu of course.

IX. Enemies

Snake.

Rocks.