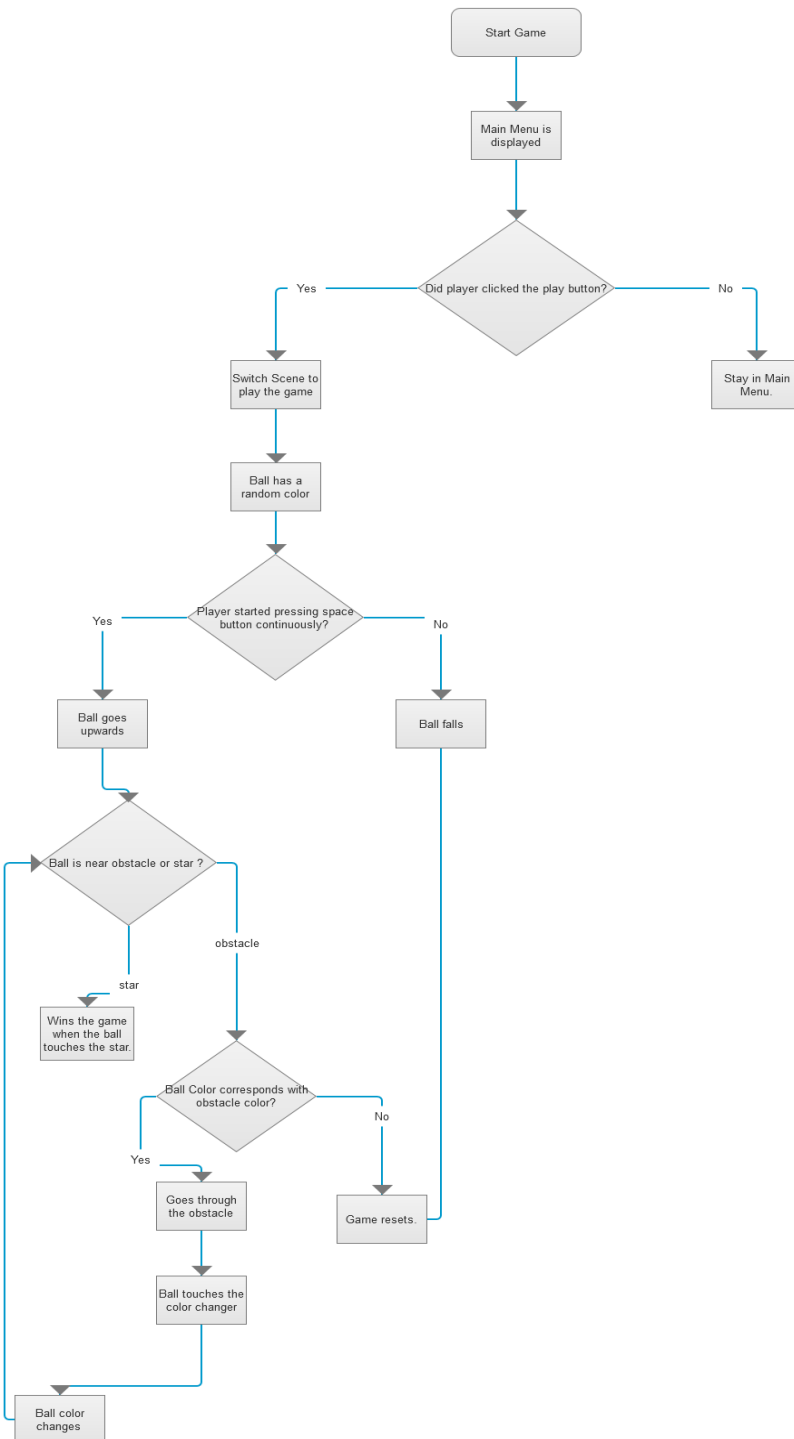


## Task2

a. Target Device: PC

b. Gameplay Flowcharts



c. Game Mechanics: Pressing space or clicking the left mouse button will make the ball go up, there will be obstacles while going up. To pass through the obstacles you must go through the color that your ball is, (if your ball is pink, you must pass through the pink part. If other colors are hit, the game will reset. If the black balls are hit, the color of your ball will change. If the player falls, the game will reset.

d. Game Objectives: Try and reach the Star at the end of the level by going through the obstacles.

e. Visual Assets (2D / 3D)



Figure 1: Player

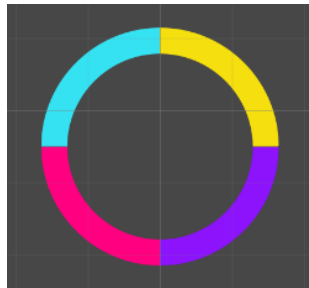


Figure 2 and 3: Obstacles



Figure 3: Color Changer



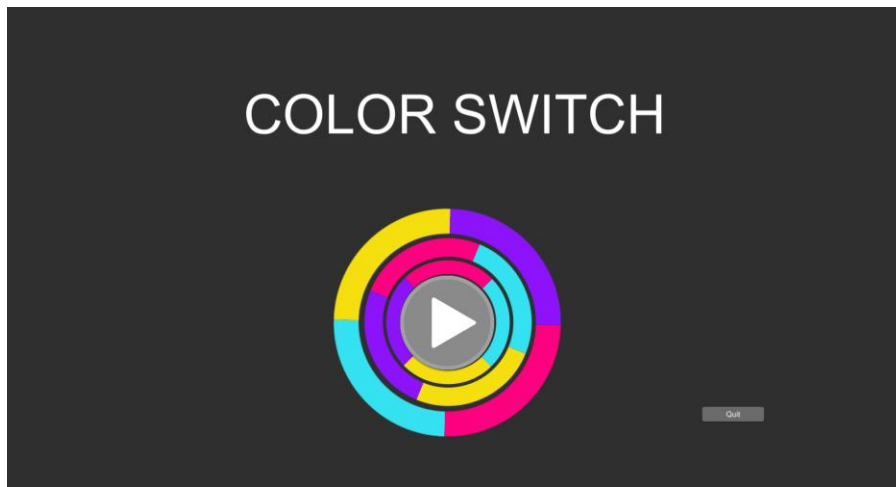
Figure 5: Star which is found at the end of the level



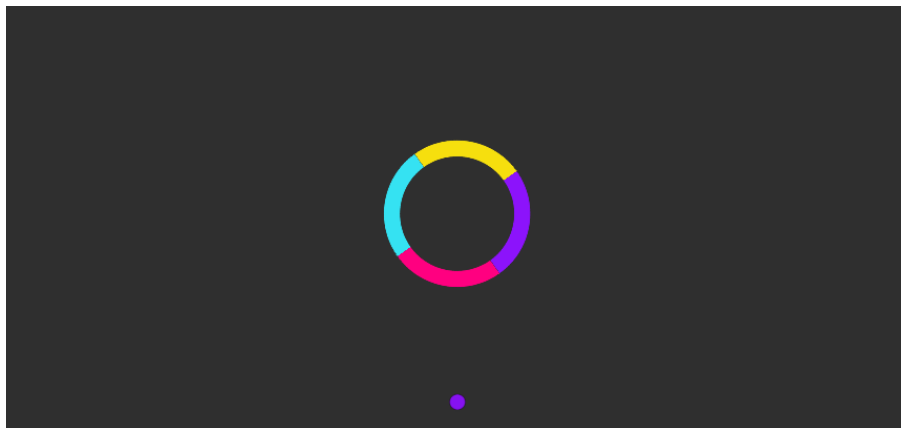
Figure 6: Play Button

f. UI Elements: A Play and a Quit Button in the Main Menu: Pressing the Play Button will take you to the main scene to play the game, and the pressing the Quit Button will Exit the game. In the Winning Scene there will be a Main Menu Button, and when pressed, will take you to the Main Menu of the Game.

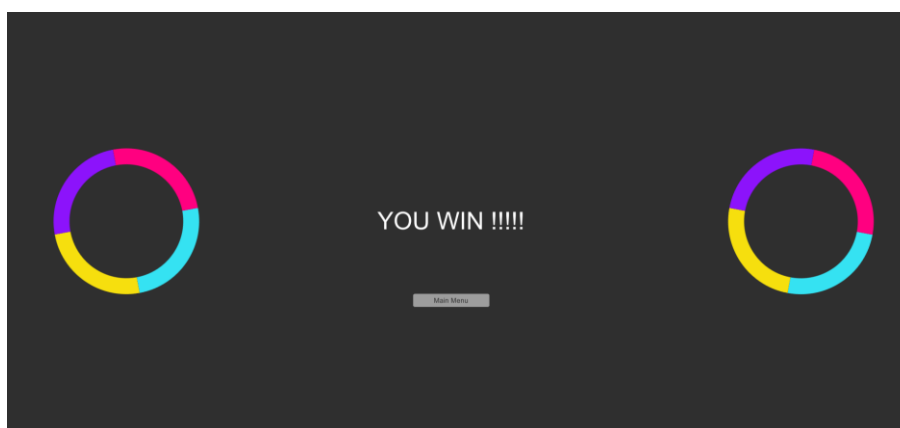
g. Game Scenes:



*Main Menu*



*Game Scene*



*Win Scene*