

# LO2: Prepare workspace and assets for game development.

## Target Device:

- Mac/PC

## Gameplay Flowcharts:

- **Player:**
  - If the left or right arrow keys, A or D buttons are pressed the player will move left or right,
  - If the player hits the obstacles the game will finished,
  - If the player falls of the ground the game will end,
  - If the player passes the level he/she will move to the next one,
  - If the player passes all the levels a credit screen will pop up.
- **Obstacles:**
  - If the player hits the obstacles the level will restart,
  - If the player passes the obstacles he/she will win,
  - If it is time spawn obstacle one after each other.
- **Start Menu:**
  - If the player clicks on the start button the game will start,
  - If the player clicks on the level button a menu with different levels will appear,
  - If the player clicks on the mute button the sound will be mute,
  - If the player clicks on the quit button the game will quit.

- **Pause Menu:**

- If the player presses the escape button a pause menu will pop up,
- If the player clicks on the resume button the game will resume,
- If the player clicks on mute button the sound will mute,
- If the player clicks on the menu button it will take the player back to the menu.

- **Credits Menu:**

- If the player passes all the level a credit menu will pop up,
- If the player clicks on the quit button the game will quit.

## **Game Mechanics:**

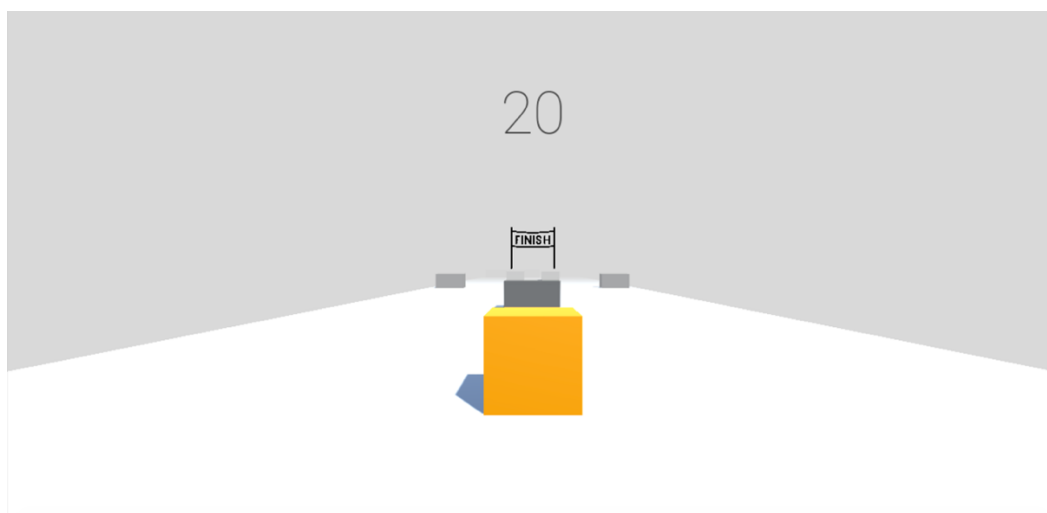
- Move left or right.

## **Game Objectives:**

- Try to avoid obstacles.
- Try to pass all the level.

## **Visual Assets:**

- **Environment:**



- **Player/Cube:**

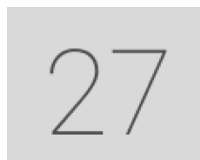


- **Obstacles:**



## UI Elements:

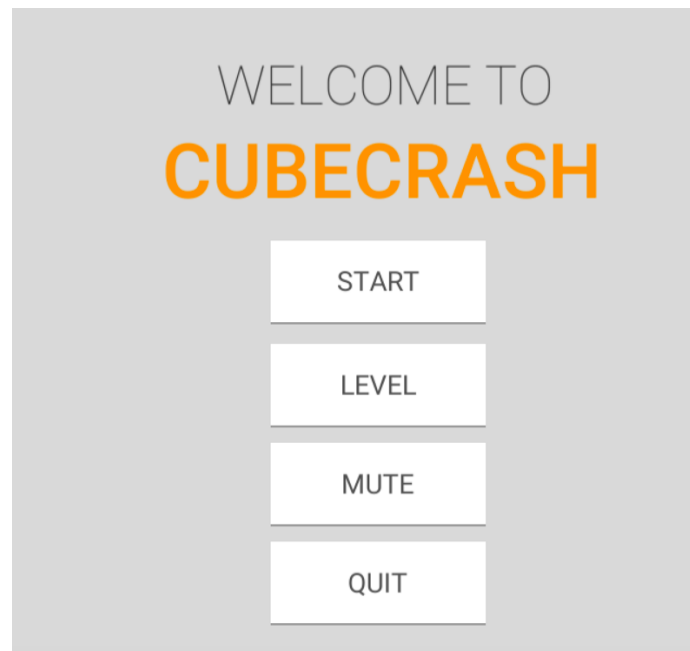
- **Score:**



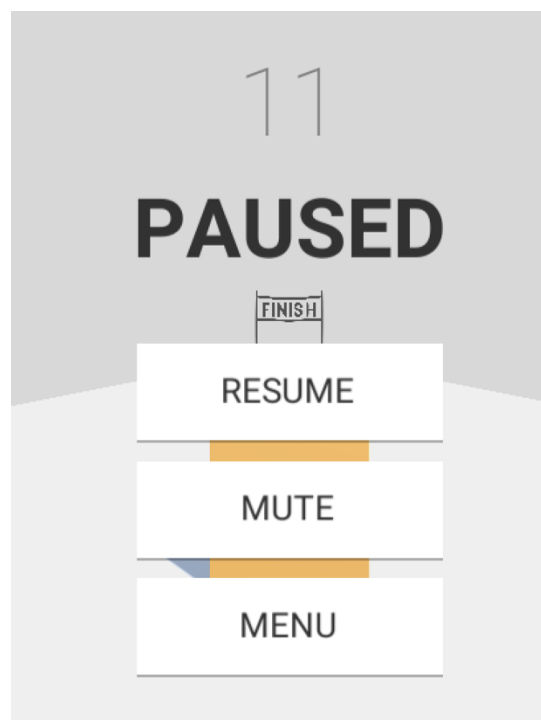
- **Finish line:**



- **Start Menu:**



- **Pause Menu:**



- **Credits:**



### **Game Scenes:**

- Start
- Level01
- Level02
- Level03
- Level04
- Level05
- Level06
- Credits