

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 he/she will slow down,
 - If the player falls from the first ground he/she can continue on the underground,
 - If the player falls of the underground he/she will respawn from where he/ she fell,
 - If the player takes a powerup he/she can use them by pressing the Up-arrow key or the W. It will increase or decrease speed OR resize by getting smaller or bigger,
 - If the player takes a powerup he/she can use them by pressing the Down-key or S to use them on the opponent by, increasing or decreasing speed OR resizing by getting smaller or bigger.
 - If the player passes all of the level a credit screen will pop up.
- **Obstacles:**
 - If the player hits the obstacles the player will slow down.
- **Fake Power Ups:**
 - If the player hits the fake power ups the player will slow down.
- **Power Ups:**
 - If the player takes a powerup he/she can increase or decrease speed OR resize by getting smaller or bigger.
- **Start Menu:**
 - If the player clicks on the play button the game will start,
 - If the player clicks on the sound button the sound can be adjusted,
 - 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 the sound button the sound can be adjusted,
 - If the player clicks on the menu button it will take the player back to the menu.
- **Credits Menu:**
 - If the player passes all of the level a credit menu will pop up,
 - If the player clicks on the quit button the game will quit.

Game Mechanics:

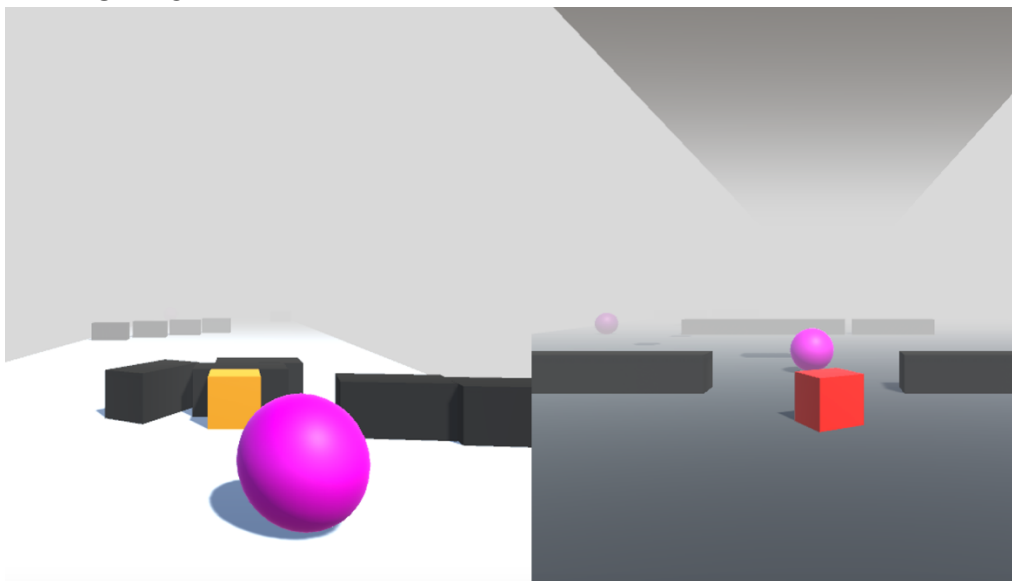
- Move left or right.
- Take power ups and use them.

Game Objectives:

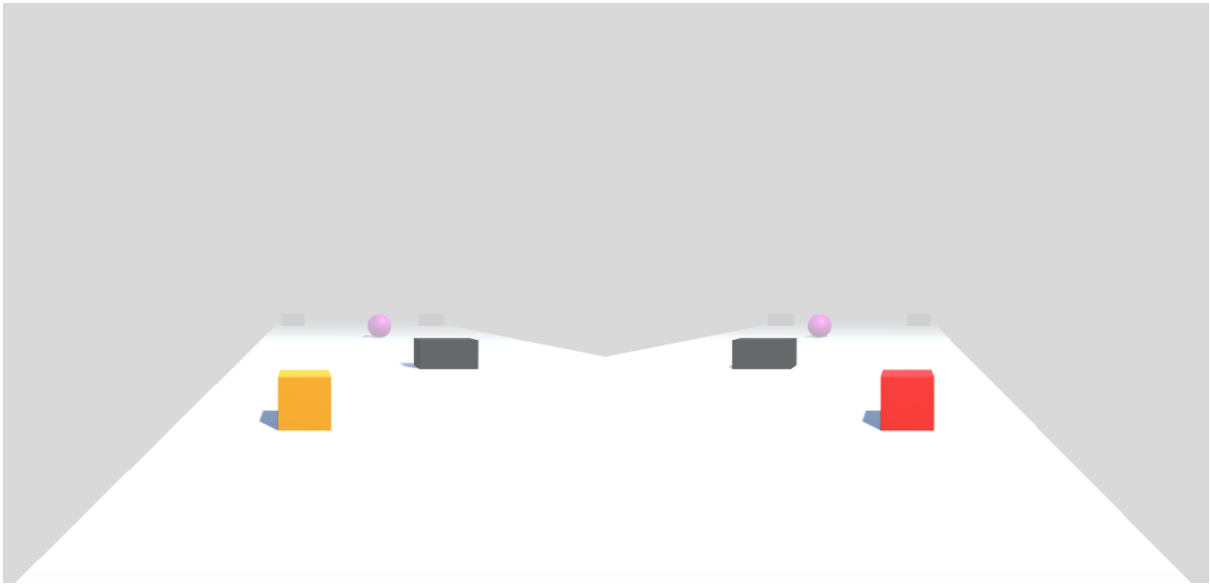
- Try to avoid obstacles.
- Try to avoid fake power ups.
- Avoid the other player from winning.
- Avoid the other player from pushing you off.
- Try to finish the level as fast as possible.
- Finish before the other player.

Visual Assets:

- **Environment:**



- **Player/Cube:**

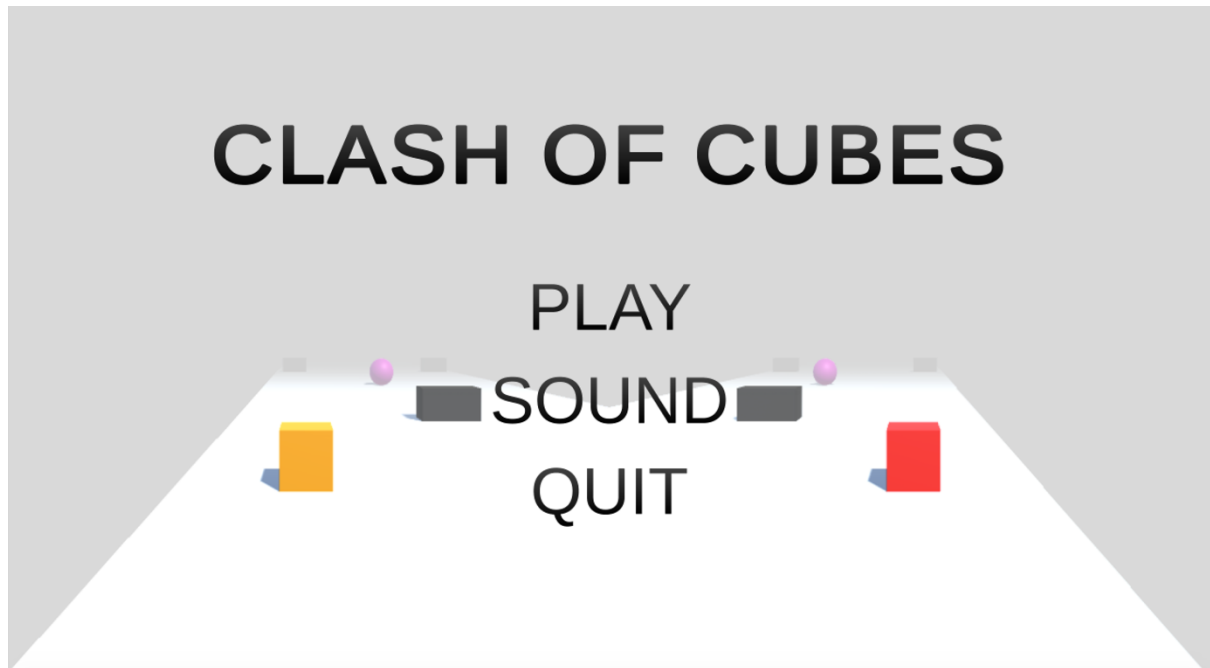


- **Obstacles:**

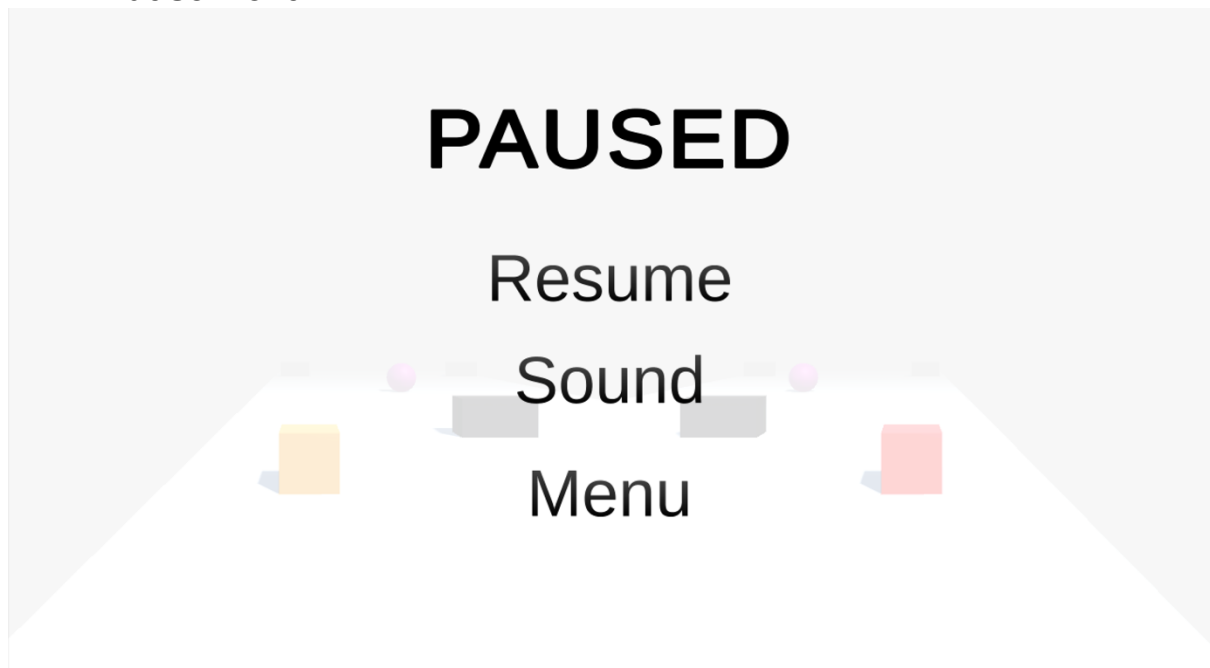


UI Elements:

- **Start Menu:**



- **Pause Menu:**



- **Credits:**

Thanks For Playing!!!

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&

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RESTART QUIT

Game Scenes:

- Controls
- Start
- Level01
- Credits