Seal Escape

# QT6JAR – Hajdu András BN2307

# Use case

A close up of a mans face

Description automatically generated

# Wireframe

### Main menu

### A close up of a logo Description automatically generated

### Enemies

### A screenshot of a cell phone Description automatically generated

### Shop

A screenshot of a cell phone

Description automatically generated

### Statistics

A screenshot of a cell phone

Description automatically generated

# Concept art

# A picture containing water, sky Description automatically generated

# Overview

### Menu:

* New game
* Shop
* Leaderboards/Scoreboards
* Encyclopedia
* Quit game

### In-game:

* Current score meter
* Top score meter
* Collected fish meter

### Power-ups:

* Slow down time
* Speed up time (this also avoids all enemies so can be used as a boost)
* Greater magnet range (collects more fish)
* Shield (lasts until the first hit)

### Enemies:

* The polar bear
* Laser fields – static/spinning
* Rocket – in a straight line/swerving/with slight aimbot/slow/fast, with a signaling warning indicator
* Laser beams – cover whole rows, with indicator beforehand

# Goal of the game and basic rules

Aim is to swim as far as possible with the seal in the arctic sea while collecting the fish. Various enemies like rockets or polar bears will try to kill the seal so you should avoid them. The game is over when all lives are used. By default your seal has three lives but more can be purchased at the shop along with various power-ups. The fish collected in-game is used for payment.

# Controls

The seal can be controlled with the space bar: it moves upwards while pressed and descends to the bottom when released, simulating gravity. Other hotkeys can be used to activate power-ups purchased at the shop.

# Level progression

Every in-game element is randomly generated real-time. The game is constantly speeding up to increase difficulty until a configured threshold. This means enemies are approaching faster so it's harder to avoid them.