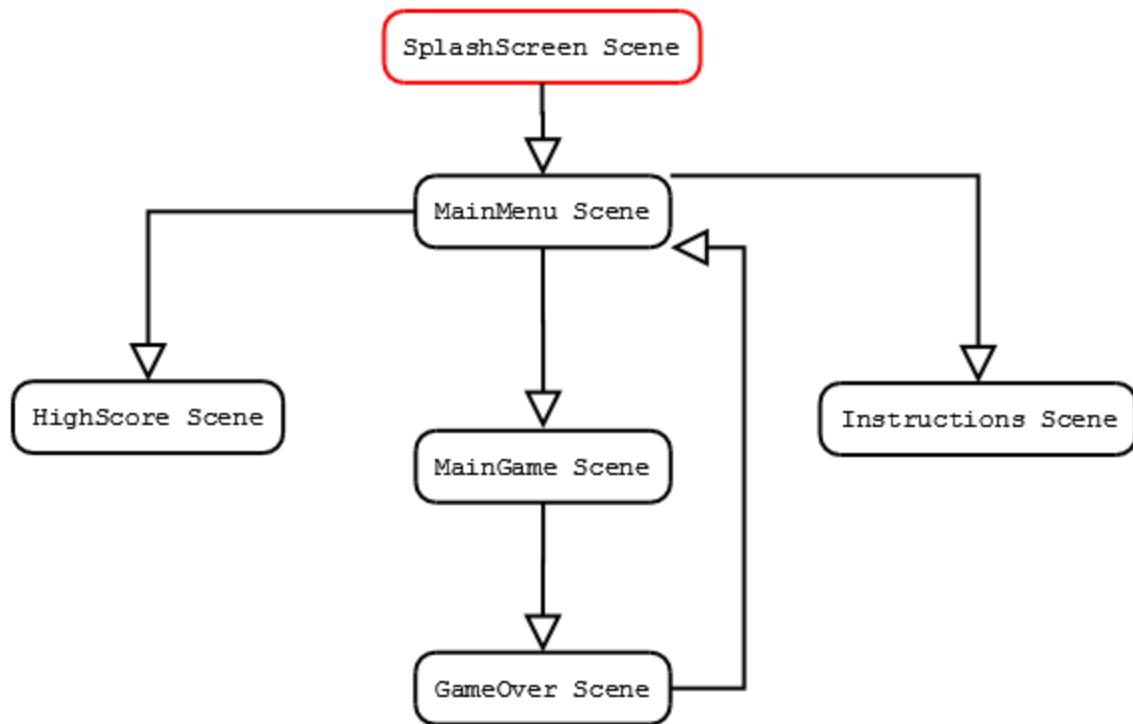


Columns assessment documentation

Author: Jackson Luff

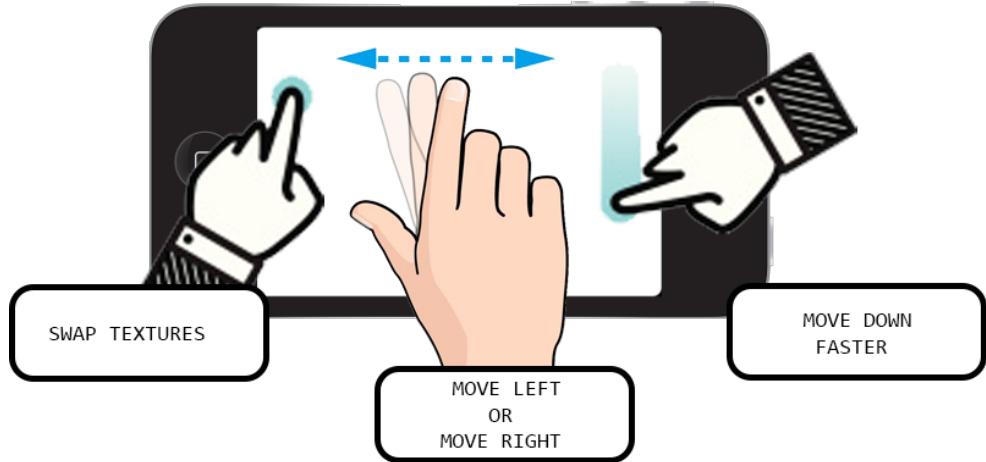
The following document is the theoretical outcome of the recent assessment, Columns. This document outlines various information about the project, such as; the structure of not only the project but the scenes within it, the control schemes for both mobile and PC devices, as well as various HUD designs to encapsulate the nature and atmosphere of my game. The following project is the outcome of mixing passion, nature and beauty in a virtual cauldron that will well and truly finish this year off with a bang!

Screen Flow diagram



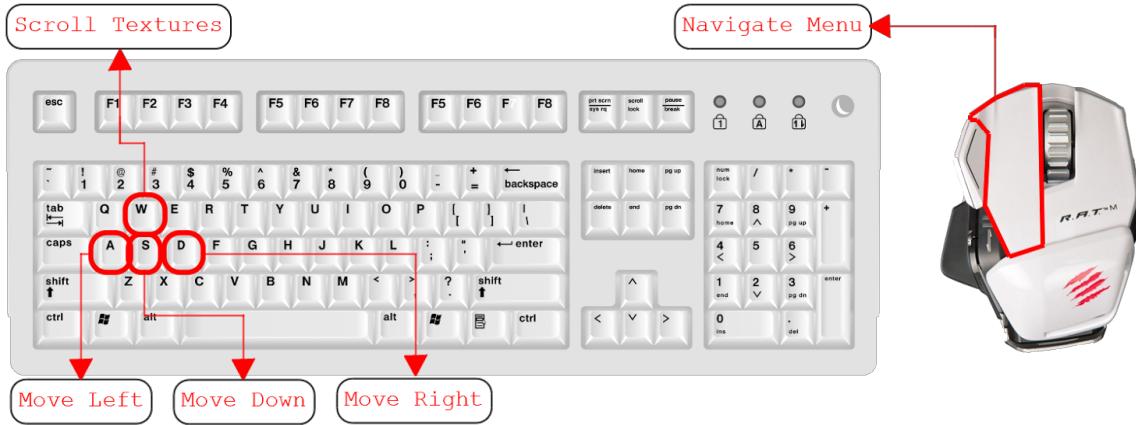
This Screen Flow diagram is a linear system that the user has access to browse. Outlining the initial screen as shown, **SplashScreen Scene** is the first screen to be shown. Once faded, You're prompted with the **MainMenu Scene**. Upon arrival you're given three optional buttons; **HighScore Scene**, **MainGame Scene** and **Instructions Scene**. **HighScore Scene** provides the user a virtual copy(read only) of the data within the server's *local storage*. **MainGame Scene** will allow the user to play and interact with the game the project revolves around. If the user happens to exceed the height limit with gems, they're then granted with the follow up **GameOver Scene** that will link the user back to the **MainMenu Scene**. **Instructions Scene** allows the user to overview the necessary input methods.

Mobile Control Scheme



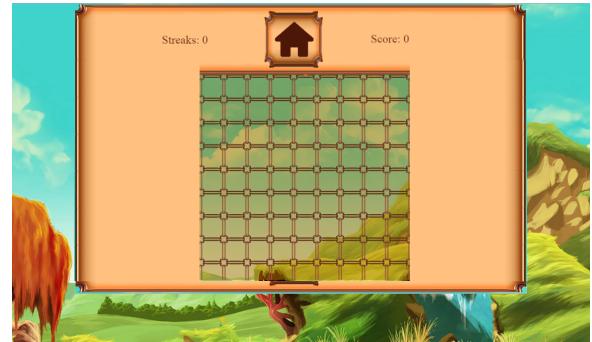
The inputs for mobile are relatively simple. The user can swipe horizontally to move the column in the desired direction, tapping to swap the textures within the column and slide downwards to apply faster movement in the downward direction.

Personal Computer Control Scheme



Once again, input is fairly simple. W to cycle textures, A and D to move left and right, S to move downwards faster and use of the mouse for menu navigation.

HUD Designs:



The purpose of multiple HUD designs is for the programmer to choose between which design would've been mostly effective and efficient to the player. The bottom-left image is my chosen HUD design.