

# **Project 2A Design Document**

Working Title: ShapeYaks

Team members: Martin Plut, Denver Gregory, Jake Evans

Genre: Game/Puzzle

Goal of the application: to play a game using the shape we have been developing.

Brief Description: A one paragraph overview of the application. Think of this as your marketing statement.

The classic children's game of matching shapes to their correct sized spots has been beloved by children for centuries. That's why the 3 levels of ShapeYaks will challenge you in unique and challenging ways. In level one, the player must race against the clock to gain as many points as possible before moving on to the next level. In level 2, shapes of the same color are stacked which makes it difficult to tell each of them apart. If the player is able to shuffle through that madness and match the shapes, then they will finally advance to the final level. In level 3 the player must catch shapes as they fall to the bottom of the screen. If a shape is not caught before it reaches the bottom, they will lose the game.

Geometric shapes to be included:

- Square, Rectangle, Circle, Right, Scalene, Equilateral, Polygon

User Interaction:

- The player can use the mouse to interact with and move the shapes around.

Scoring:

Points are awarded each time you match a block with the corresponding hole.

Level Descriptions:

**Level 1:** Must get all shapes in the slots before the time runs out.

Will include interface to select shapes and the game board will be filled with shapes of different angles. Time will be displayed.

**Level 2:** Shapes all in a pile, all the same color, no shape borders.

Must sort through them and place in the correct spots while the shapes are rotating.

**Level 3:**

Tetris style; Shapes spawn and the player has to move the shapes to the right spot before the shapes reach the bottom. Shapes at the top will not be in the same order as the locations for the shapes at the bottom of the screen. The player will have to move the shapes side to side and rotate the shapes before they make it to the bottom.

Initial team assignments:

Jakob: Shape Shake Up (Level 1)

Martin: Pile o' Shapes (Level 2)

Denver: I Can't Believe It's Not Tetris (Level 3)

Interface Layout(s):



