

# Frog Escape

September 27

# 2014

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This document is a component of the Game Design Document and details key aspects of scenes and transitions that provide development teams further detail on requirements necessary for implementation.

**GDD – V.005**

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## CHANGE LOG

Date	Version	Author	Change Summary
041114	001	Liane Carl	Wrote the first GDD draft
041514	002	Liane Carl	Updated: Challenge structure, Backstory, Game Objective
042114	003	Liane Carl	Updated: Backstory, Game Objective, Game Features, Genre, Target Market,
042314	004	Liane Carl	Updated: Game Mechanics, Game Objects, Game Objective, Challenge Structure and Progression
042414	005	Liane Carl	Updated: Game Objects, Game Mechanics, How – to – Play Tutorial
052614	006	Liane Carl	Updated: Visual Style, Revised Game Objective, Game Features,

## GAME OVERVIEW BACKSTORY

Frog Escape features Franky, a happy-go-lucky frog, and Maula, a short tempered crocodile. Franky loves to wander around and meet new friends. One day he wanders into a place that he has never gone before. He was astonished to see the wonderful flowers and trees surrounding the pond. As he looked around the area, he saw a rock behind the pink water lilies. Wanting to smell the flowers, he approached it. He then noticed something, a sleeping crocodile! Help Franky escape the pond and prevent Maula from waking up.

## GAME OBJECTIVE

The general objective is to keep the crocodile's awareness meter low and tap the frog bubbles to free franky.

1. The player must avoid touching the obstacle bubbles to keep the awareness meter low.
2. The player must not let the screen be filled with bubbles or else it will all explode and wake the crocodile.
3. Except for regular bubbles, the player must also aim for the power up bubble for bonuses a

## GAME FEATURES

These are the identified features of the game.

1. Endless tapping game.
2. Adorable background and characters.
3. Missions
4. Sound effects and animations

## GENRE

Game genre falls under the redemption / skill category.

## TARGET MARKET

The primary audiences are children and casual gamers.

## VISUAL STYLE

Colors are bold and gaily.

**Background:**

**Character:**



## BASIC USER INTERFACE

### MAIN MENU

The main menu will contain the following buttons:

**Play:** Player will click this button to play the game.

**Settings:** This will allow the player to customize the basic game settings according to his/her preference.

**Credits:** This section will show all the people involved in the creation of the game.



## SCOREBOARD

This will appear at the upper right of the screen. The player will see the progress of his score while the game is going on. This will also be seen at the end of the game.



## GAME OVER

**Score:** The player's total score achieved during playing the game.

**High Score:** The highest score recorded in the game.

Home: Returns to Main Menu

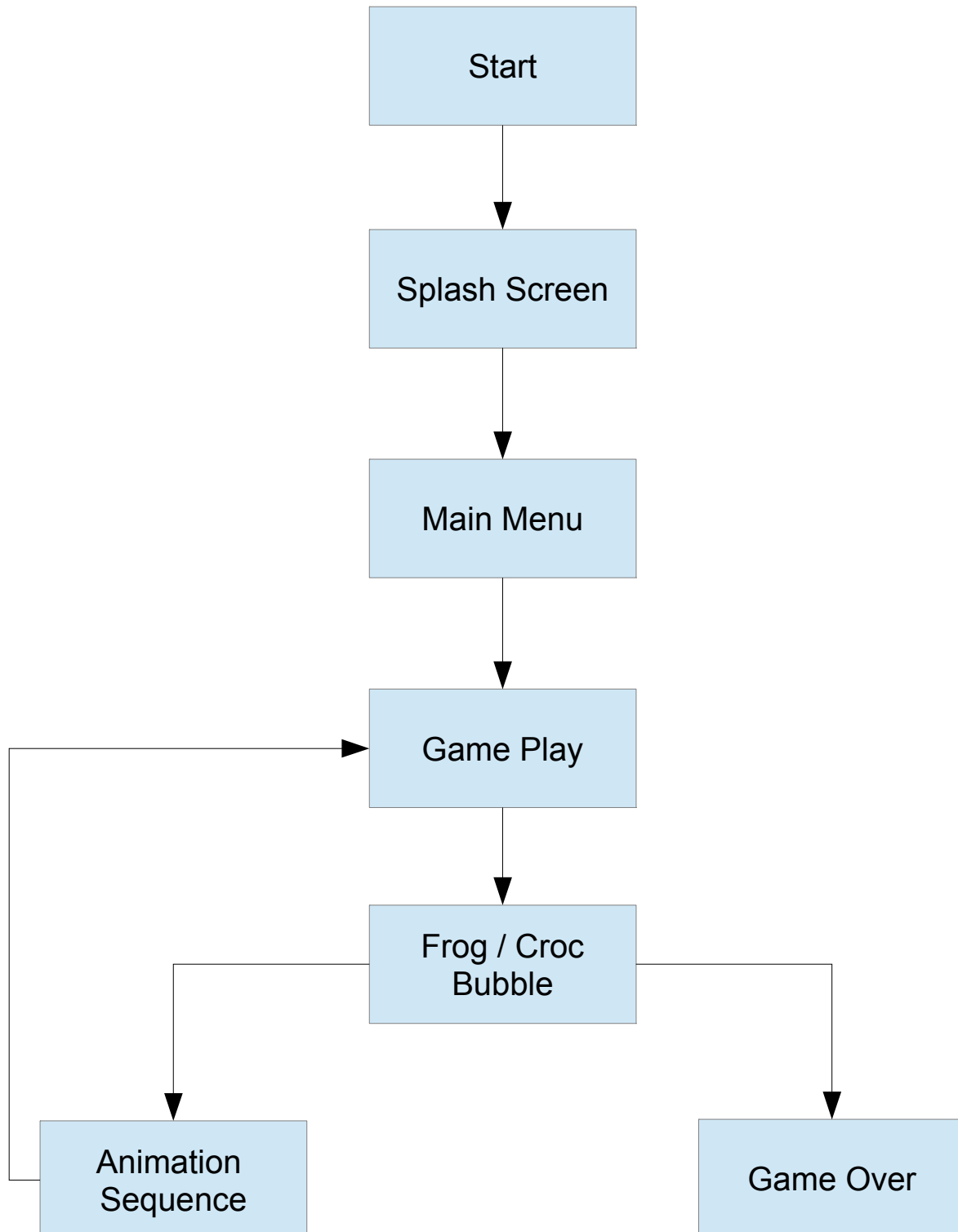
Replay:



## SCREEN SIZE

Screen dimension should be 2048 X 1536 px

## GAME FLOW



## **GAME MECHANICS**

### **GAMEPLAY**

1. There will be bubbles emerging from the pond. Two types of bubble will appear - the Frog and Crocodile. Inside the bubbles are either the eyes of frog or crocodile.
2. A ready statement will be given before the game starts.
3. The player needs to tap only the frog bubbles. Each frog bubble is equivalent to one point.
4. Once the crocodile bubble is tapped the game ends right away and the player's score will be displayed.

### **CHALLENGE STRUCTURE & PROGRESSION**

The player is presented with one challenge in this game. It is to carefully identify the content of the bubbles. The player might find it hard to distinguish the contents because of their resemblance of color and shape.

## **GAME OBJECTS**

### **BUBBLE**

Bubbles may contain either a frog or a crocodile.

## **UI**

The game will use UIKit, an open source UI tools for menu systems and single draw calls for multiresolutions.

## **SCORING**

Each frog bubble is equivalent to one point. The highest score will be recorded, and a notification will appear when a new highscore is achieved.

## **AUDIO / SOUNDS**

### **BACKGROUND MUSIC**

### **SOUND EFFECTS**

Gameplay: Bubble popping, crocodile growl

Menu: Buttons

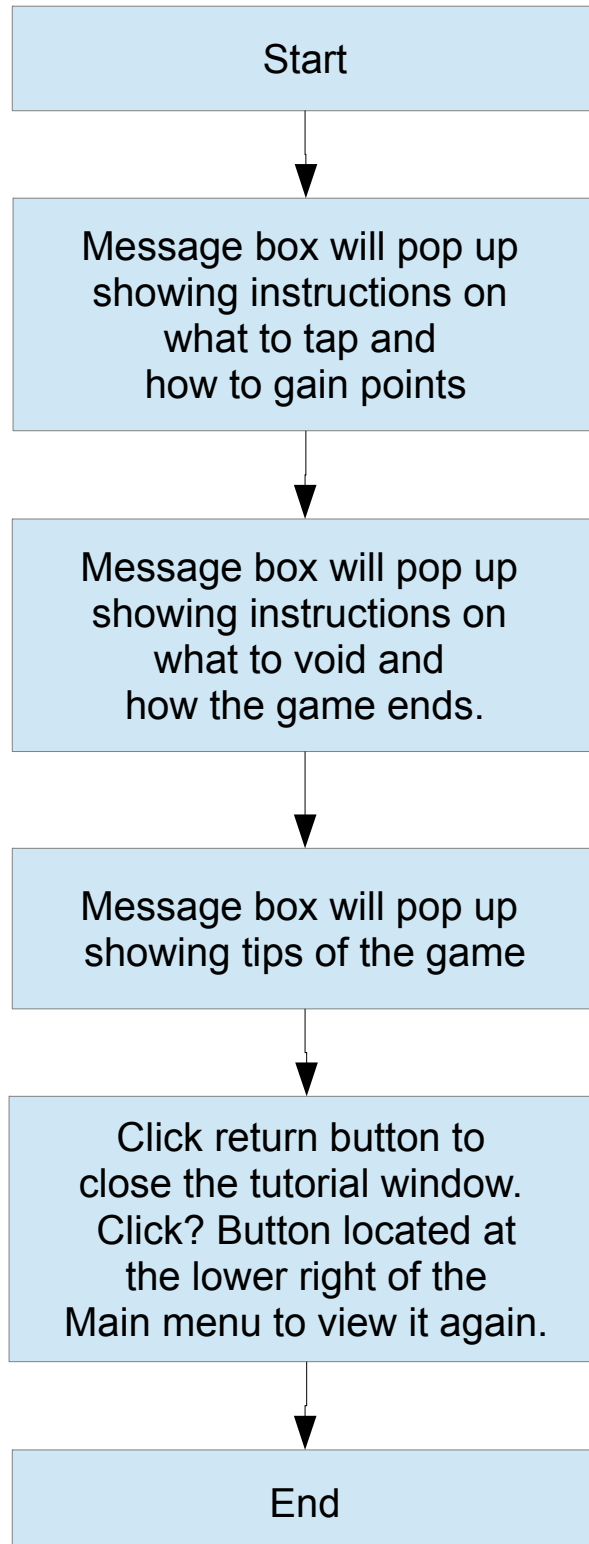
### **SOUND OPTIONS**

The player have the option to mute / unmute the sound effects and the background. There is only one setting for the audio.



## GAME TUTORIAL

### How – to – Play Tutorial



**PAUSING, RESUMING & SAVING GAME**

Player cannot pause and save the game.

**PROFILE MANAGEMENT**

There is no profile management in this game.

**RENDERING SYSTEM**

Unity 2D

**CONTROL SYSTEM**

The player will be using the SCREEN to navigate through the game.

**OPERATING ENVIRONMENT**

Devices with iOS OS.

**iOS Devices:** iPad 2, iPad 4, iPhone 4, iPhone 5

**Version of OS:** 6.0