**Game Design**

**Objective**

Build “bridge” for our sea adventure character such that he/she could reach the destination island within predetermined time limitation without crashing into enemies.

**Gameplay Mechanics**

The game uses normal platform physics.

The character starts at the sea shore and wants to get to certain island to collect treasures. However, no transportation tools are provided other than woods floating on the sea. The player’s goal would be to drag the drifting woods to the front of the character such that he/she could move towards the target island. Time limitations are pre-set. “Enemies” such as sharks, floating rocks exist. The player needs to be extra careful when dragging and laying woods to avoid bumping into them.

**Level Design**

Difficulty level increases as the player advances.

With increasing of levels, shorter time is given, more enemies are placed and islands are set with more treasure buried but at longer distance away.

**Technical**

**Scenes**

* Main Menu (Character choose)
* Level Select (Can only advance if pass the current level)
* Gameplay

**Controls/Input**

* Drag based controls
  + Drag to move the selected item
  + Release to determine the final location

**Classes/CCBs**

* Scenes
  + Main Menu
  + Level Select
  + Gameplay
* Nodes/Sprites
  + Dynamic (abstract superclass)
    - Player
    - Woods
  + Static (abstract superclass)
    - Island
    - Enemies