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M2 Design Assignment – Part B

1.Title of the game: Deep Sea

2. Content: Marine ecosystem.

3. Description:

The game we developed is an action educational game which is designed to introduce marine creatures and their habitats for elementary students. In the game, players need to control a small turtle and try to survive in the ocean by eating other creatures. As the small turtle survives longer, players would encounter different marine creatures. Every time the players meet a new creature, this new creature will unlock in the gallery. In the gallery, players can check the fish name, and their habitats with a short sentence introduction.

Players can use the mouse to control the movement of the small fish. First, players can gain scores by eating more fish during the game. The scores would allow them to unlock more information about marine creatures in the gallery page. Meanwhile, players also need to keep the turtle away from plastic bags. As the score increases, the game will automatically change the species of the fish. Players' goal is to reach the score as high as possible. Every time the turtle eats a plastic bag accidently, the game would end and tell players the score in this round. For example, if the player reaches 200 scores, he would be able to unlock the marine species gallery for those fish that are living under 100 meters depth of ocean. There's a "try again" button to allow the player to restart the game.
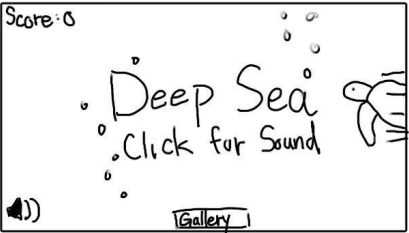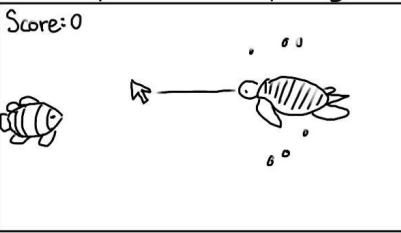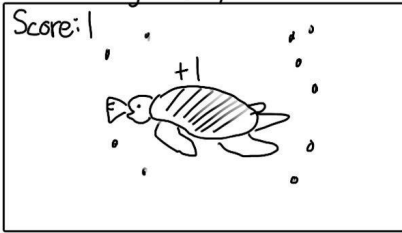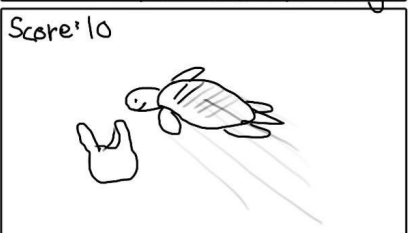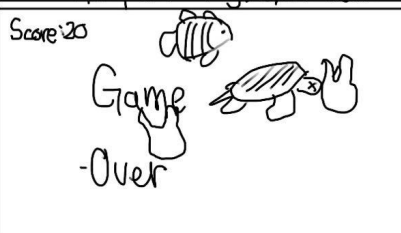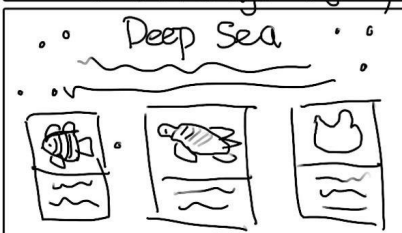
For the sound, we would have quite background music during the entire game. Also, players would get a bubble sound when they use the turtle to eat fish. There will also be a sound effect to show the game is over if the player eats the plastic bags.

Reference site:

https://neal.fun/deep-sea/

https://www.youtube.com/watch?v=jl29qI62XPg&t=2104s

StoryBoard:

Scene: The game start, turtle enter from right	Scene: Player control turtle by moving mouse	Scene: Eating fish by swim close to it
Score: 0 — Deep Sea, Click for Sound	Score: 0	Score: 1, +1
Peaceful music autoplay when turtle enter	bubble visual effect while moving	bubble sound effect while score goes up by eating fish

Scene: Avoid ocean waste damage	Scene: Hit plastic bag, Game Over	Scene: Learn knowledges in gallery
Score: 10	Score: 20, Game -Over	Deep Sea
Watses will increase with play time.	Game over will have a failure sound effect	Bubble moves in background.

Create your own at Storyboard That

Develop Environment: HTML5&JavaScript

In-game objects:

1 The turtle(player)

2 Clown fish (fish 1)

3 Blue Tang (fish 2)

4 Striped Bass (fish3)

5 Plastic bags (enemy 1)

6 scoreboard

7 Deep sea bobble (particles)

8 Marine species Gallery (butten)

9 Play for music (butten)