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| Soccer Flour Games |
| ROAD CROSSING |
| **A picture containing object, clock  Description automatically generated** |
| Version #01  All work Copyright © 2020 by SOCCER FLOUR GAMES.  All rights reserved.  **Lucas Krespi dos Santos** |
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| Sep 27, 2021 |

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# Game Overview

Road crossing is a game based on frogger from 1981, where the main the player is a rooster and must cross a road full of obstacles, like cars and busses, and has to cross a river where he can float on top of floating objects like logs, but take care with the predators, an alligator disguised as a log for example.

# Game Play Mechanics (rules of the game)

The player can move the avatar across the whole screen by flicking in the wanted direction, trying to avoid obstacle and the water, the player makes points moving forward. when the player gets to the other side, he fills one of five the coops, you can also make points by catching a bug that appears on the screen and helping the chicken. The level is clear when all five coops are filled.

There is also a timer to, the faster you go more points you make, if the timer hits zero and you fail to reach the coop one life is lost. The game ends if you lose all five lives or if you clear the level.

# Camera

Top-Down view of the whole map.

# Controls

Touch flick for the direction of the movement.

# Interface Sketch

# Menu and Screen Descriptions

A picture containing text

Description automatically generated

Figure 1 - Main menu screen

# Instructions Screen

Graphical user interface, diagram

Description automatically generated

Figure 2 - Instructions Screen

# Play Screen

A picture containing chart

Description automatically generated

Figure 3 - Game play screen

# End Screen

A screenshot of a video game

Description automatically generated with medium confidence

Figure 4 - End game screen

# Levels

The current version of the game only includes a single play level that must be played 5 times to end the game.

# 

# Characters

The player character is a simple 2D Sprite of a rooster,

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Figure 5 - Player sprite rooster

## Obstacles

The obstacles are game objects that travel side to side in the screen and take a player live when collide with the player.

Free to use from tmdstudios.wordpress.com:A picture containing graphical user interface

Description automatically generated

Figure 6 - Cars and obstacles

Free To Use from open game assets

A group of military planes

Description automatically generated with low confidence

Figure 7 - Alligator enemy

The only AI is a snake that stays in the middle of the screen and moves only side by side and moves towards the player once he gets close to the middle lane.

Free To Use from open game assets

A picture containing text, electronics, keyboard

Description automatically generated

Figure 8 - Snake enemy

## Platforms

Platforms are safe space to step in to cross the river

A screenshot of a game

Description automatically generated with medium confidenceFree To Use from open game assets

Figure 9 - Turtle platform



Figure 10 - Log platforms

## Bonus

Bonus give the player more points when collected

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A picture containing icon

Description automatically generated

Figure 11 - chicken sprite

Free To Use from open game assets



Figure 12 - bug sprite

## Scoring

Successful forward jump 10 points

Getting a rooster home 50 points

For each remaining clock beat 10 points

Escorting a chicken home 200 points

Catching a bug 200 points

Getting all five roosters to the coop 1000 points

# Sound Index

|  |  |  |
| --- | --- | --- |
| Sounds | File name | License |
| Background Game | Chippy Music 16.wav | The tracks can be used in commercial games, movies, youtube videos, etc(both free and paid version) |
| Background in menu | mahali-pazuri.wav | Contains music ©2021 Joshua McLean (https://joshua-mclean.itch.io)  Licensed under Creative Commons Attribution 4.0 International |
| jump | Jump 1.wav | You may use and edit these assets for both non-commercial and commercial games. https://www.jdwasabi.com/store/8-bit-16-bit-sound-effects-x25-pack |
| get bonus | Fruit collect 1.wav | You may use and edit these assets for both non-commercial and commercial games. https://www.jdwasabi.com/store/8-bit-16-bit-sound-effects-x25-pack |
| get hit | Balloon Pop 1.wav | You may use and edit these assets for both non-commercial and commercial games. https://www.jdwasabi.com/store/8-bit-16-bit-sound-effects-x25-pack |
| select button | Select 1.wav | You may use and edit these assets for both non-commercial and commercial games. https://www.jdwasabi.com/store/8-bit-16-bit-sound-effects-x25-pack |

# Assets in Game

## Start screen

Graphical user interface

Description automatically generated

Figure 13 - Start screen in game

## 

## Instruction’s screen

## A screenshot of a video game Description automatically generated

Figure 14 - Instructions in game

## Game Screen

A screenshot of a video game

Description automatically generated

Figure 15 - Game screen in game

## Game Over Screen

A screenshot of a video game

Description automatically generated

Figure 16 - Game over screen in game

# Future Features

Add some more levels, and add more progression, every five roosters in the coop the game gets faster and faster.