Game Engines Game 2 Task 2 - **DESIGN BRIEF** -

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The Target Device (incl. screen resolution, input methods)

Target Device: Web

Screen Resolution: 1024*768

Input Methods: Key Board Arrow Keys

Game Summary

The goal of the user is to try to destroy all the bricks without dying. This will be achieved by deflecting the ball with the paddle that the user will be controlling through the whole game. The user will win if he destroys all the bricks but he will lose if he/she fails to prevent the ball from the touching the ground. The player will start out with 3 lives, there will be +1hp lives dropping in by random after destroying certain bricks. There will also be different bricks varying there durability for a more challenging gameplay.

Controls methods and Game mechanics

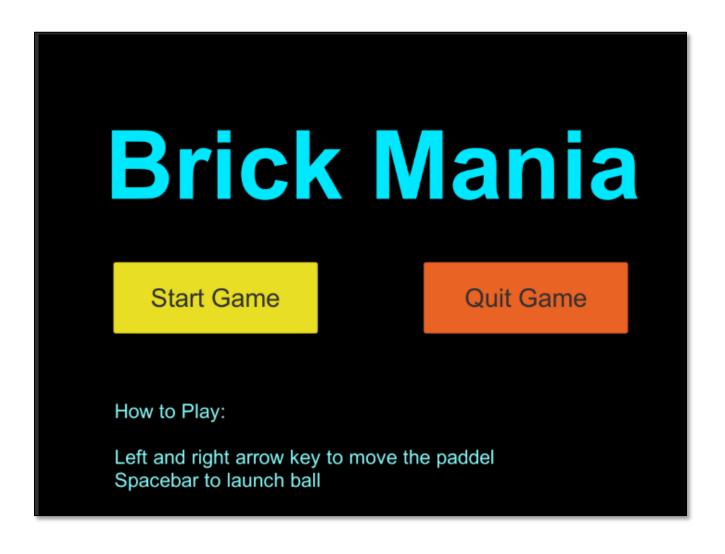
Control Methods

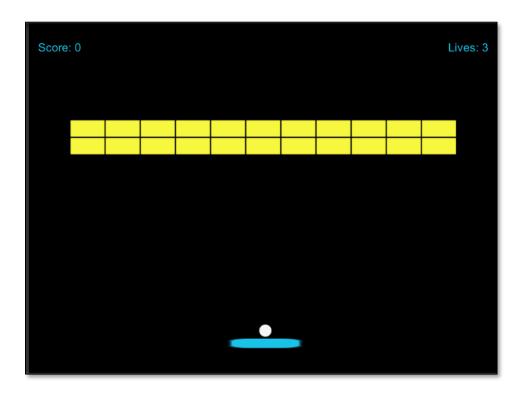
- The ball is not able to go beyond the screen. (left or right boundaries)
- If the ball goes under the screen, -1 hp deducted from the player.
- The player has control of the paddle. Movement is controlled using the arrow keys.

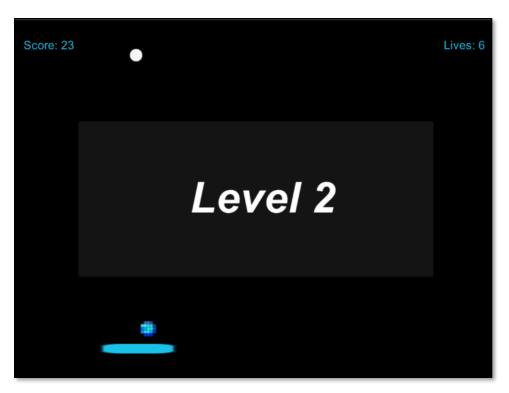
Game Mechanics

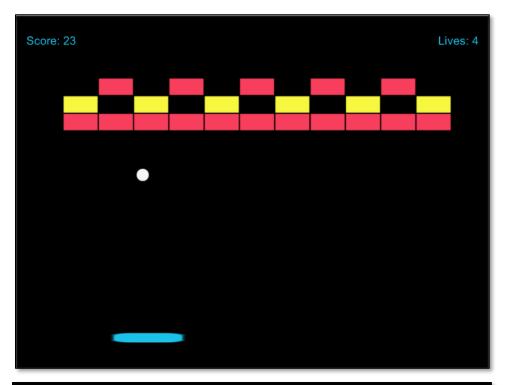
- Example 1: Brick strength (There are bricks which are easier to break than others)
- Example 2: Health Power ups (+1 hp to player)

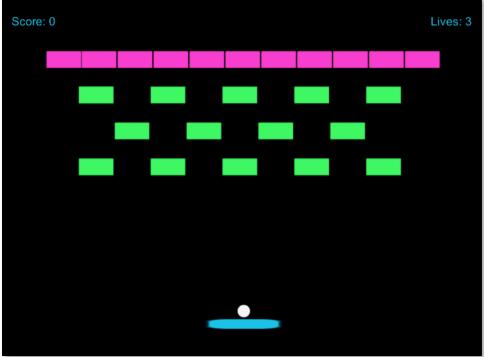
Game Screen



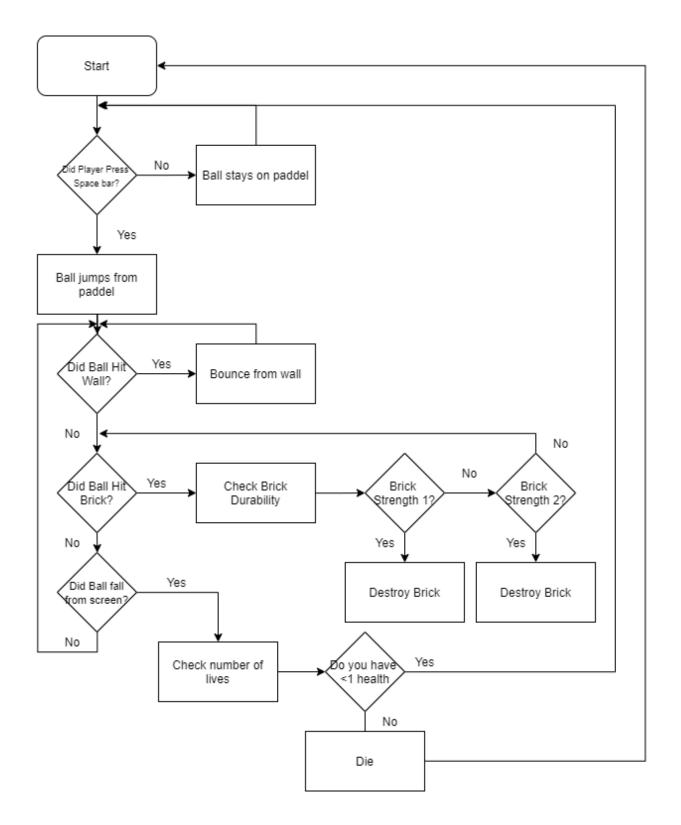






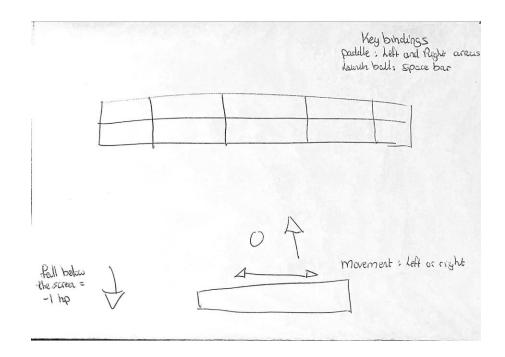


Gameplay flowcharts

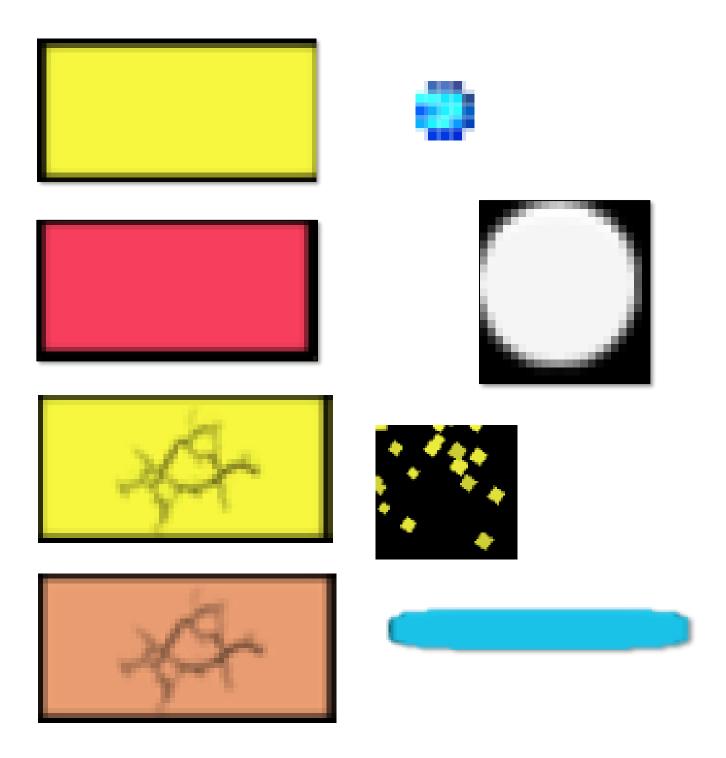


Game objectives

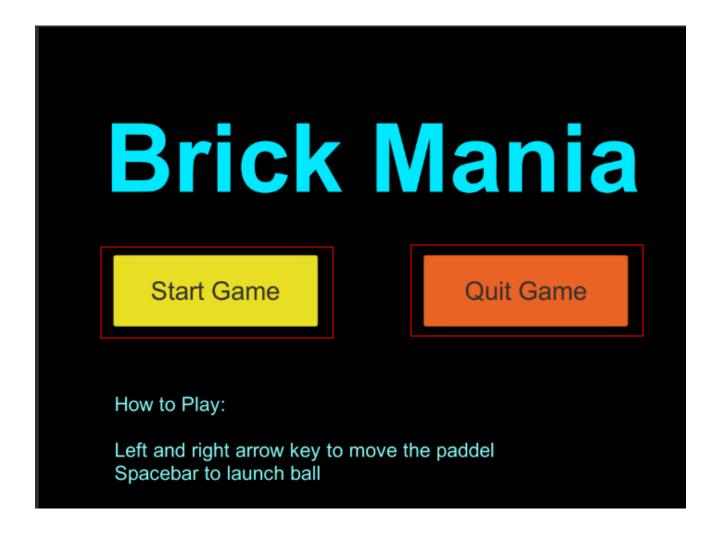
Try to destroy all the bricks without dying.

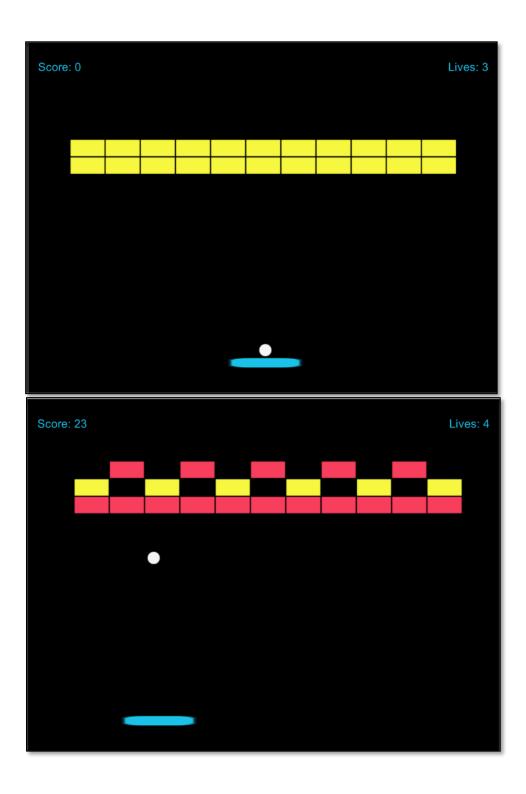


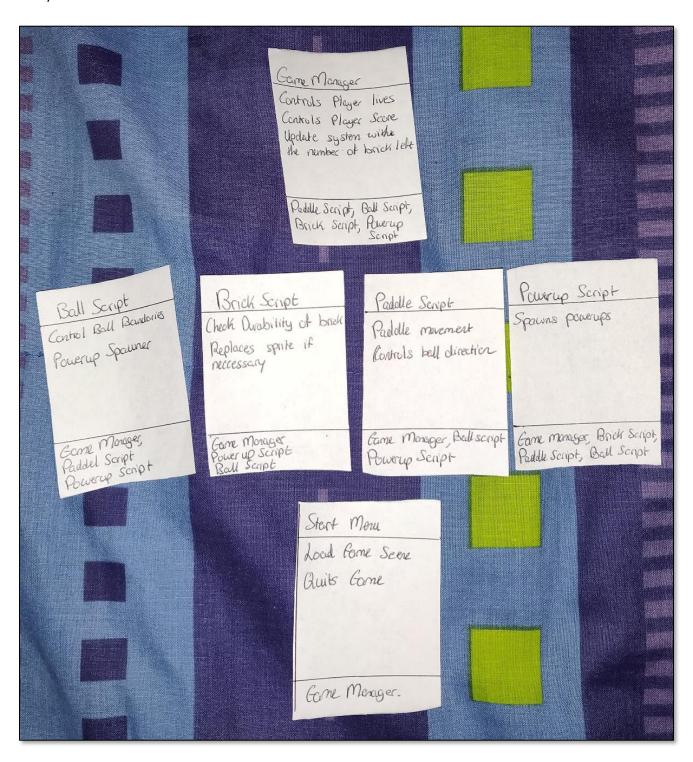
Art assets (2D)



User Interface outlines







BallScript	Brick Script	
Controls Balls Boundaries, Powerup Spawner	if brick has more that 1 durability it replaces the sprite with another one	
Game Manager, Paddel Script, Power up Script	Game Manager, Power up Script, Ball Script	
Power up Script	Start Menu Script	
Spawns powerups randomly when bricks break	Loads Game Scene, Quits Game	
Game Manager, Brick Script, Paddel Script, Ball Script	Game Manager	

Game Manager	Paddel Script	
Controls Player Lives, Controls Player Score, Updates number of bricks, Load levels	Paddle Movement, Ball Driection	
Paddle Script, Ball Script, Brick Script, Power Up Script	Game Manager, Ball Script, Power up Script	