Game Engines Task 2

- DESIGN BRIEF -

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

- Target Device: **Mobile**
- Screen Resolution: **480*800**
- Input Methods: **Screen Tap /Key Board Arrow Keys**

Game Summary

The user will be playing as a monkey, the goal of the game is to jump and collect bananas. The game is based on a vertical level in which the goal of the game is to see for how long you manage to survive without falling back down or without getting hit from enemy of the game (bird). When the player collects the main game object of the game (banana), the player will jump at a certain distance while if the player collects the other game object (multiple banana) the player will double the original jump distance. You must always pay attention to were you go since there will be random birds that are spawned throughout the map, if the player hits the bird, the player will die, making the game restart again.

Controls methods and Game mechanics

Control Methods

- The player (monkey) is not able to go beyond the screen. (left or right boundaries)
- If the player (monkey) goes under the screen, the player will die. (Boundaries)
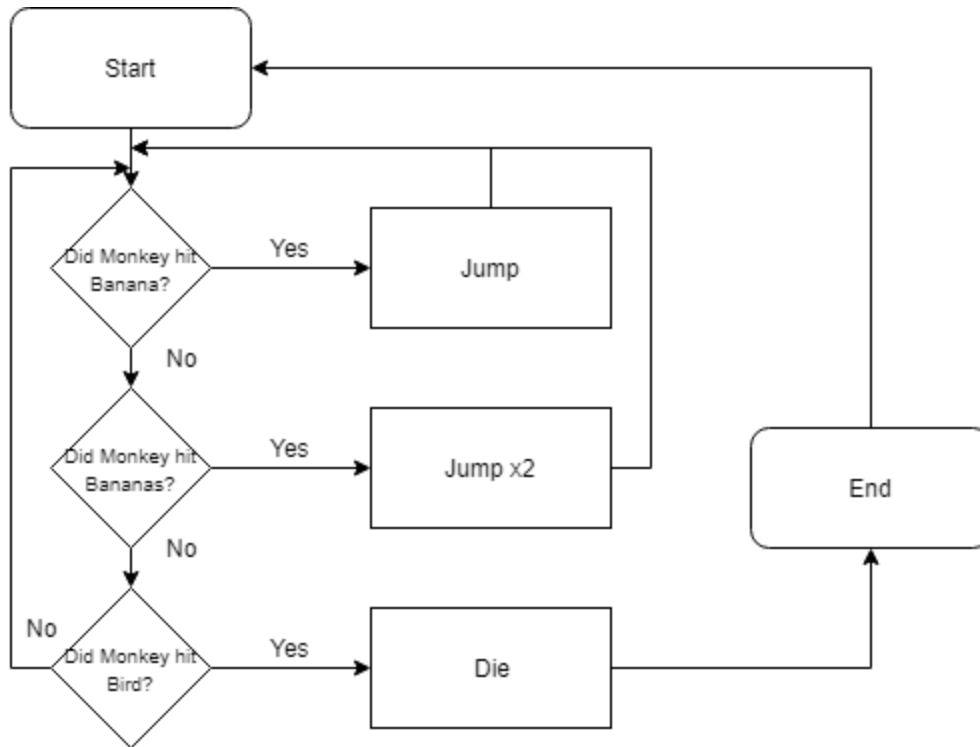- The player (monkey) movement is controlled using the arrow keys.

Game Mechanics

- If the player hit the single banana game object, he will jump to a certain height
- If the player hits the multiple banana game object, the player will jump down the original jump height.
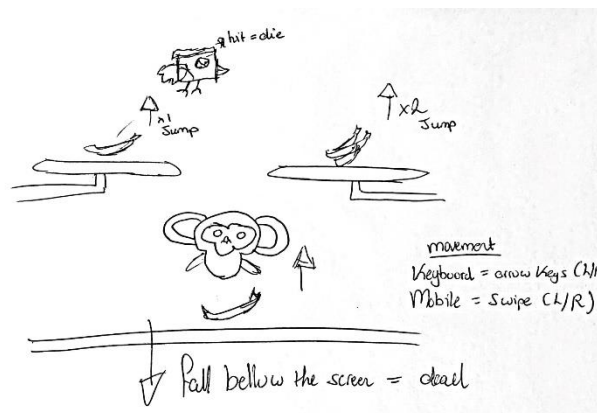- If the player hits the bird, the player will die.
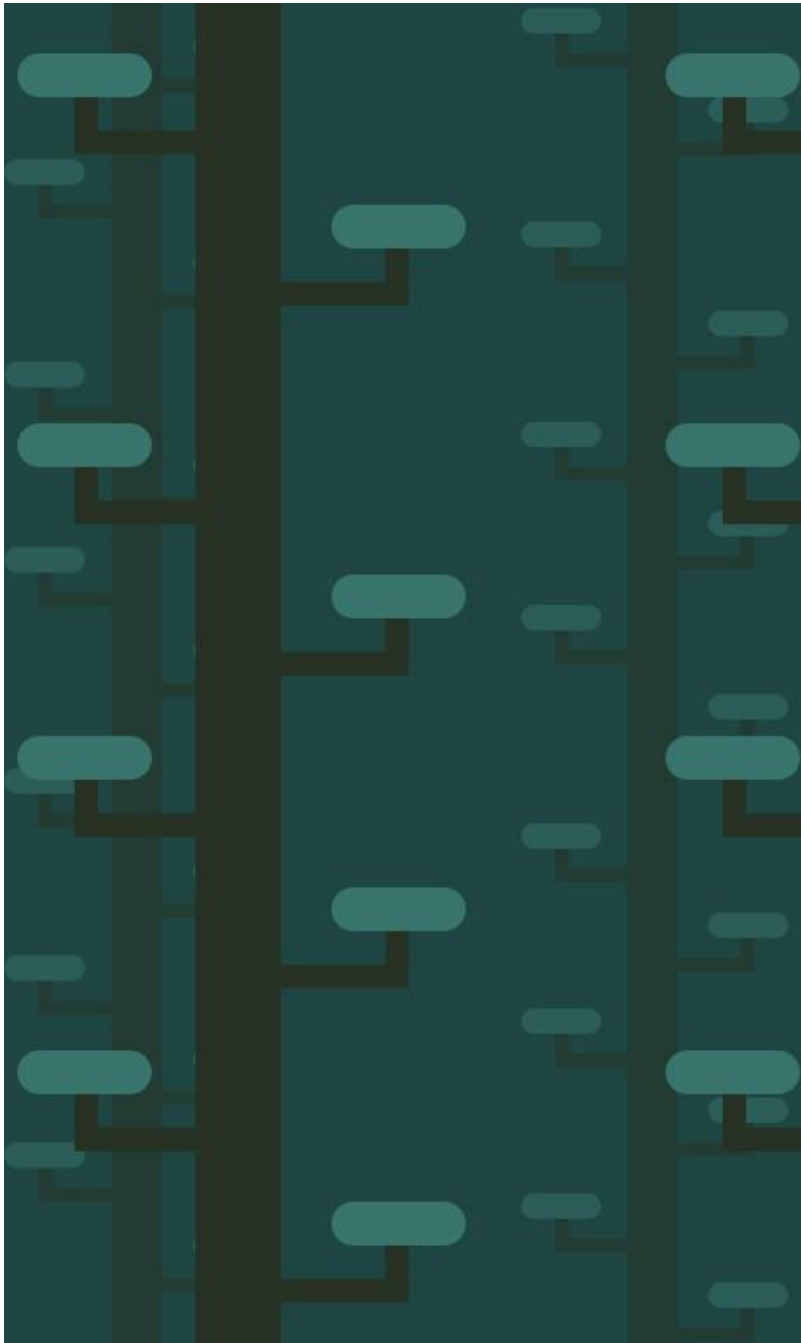
Game Screen
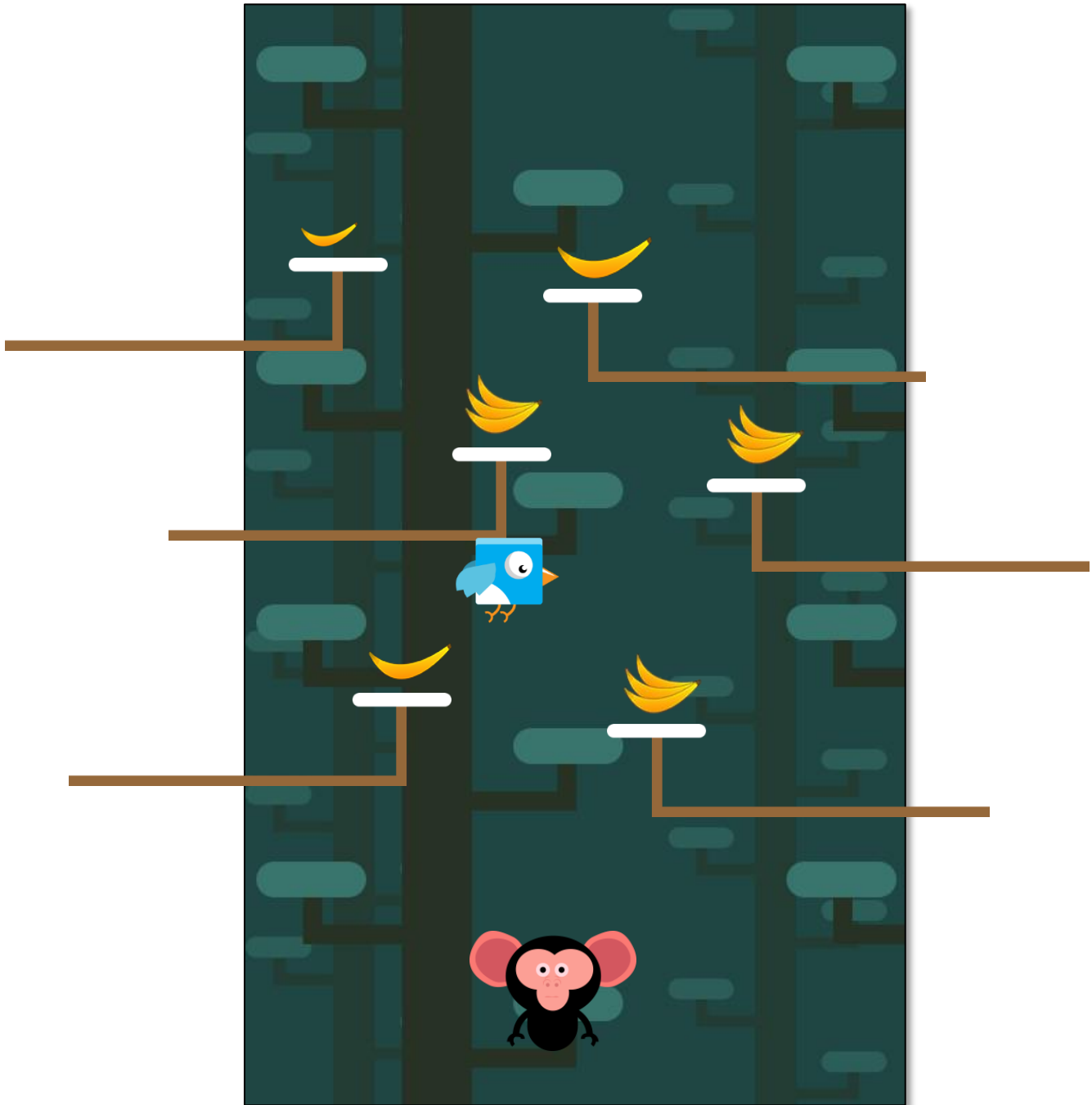
Gameplay flowcharts

Game objectives

The player will be playing as a monkey, the goal of the game is to try to keep jumping up while still paying attention to not hit the enemy of the game (the bird).
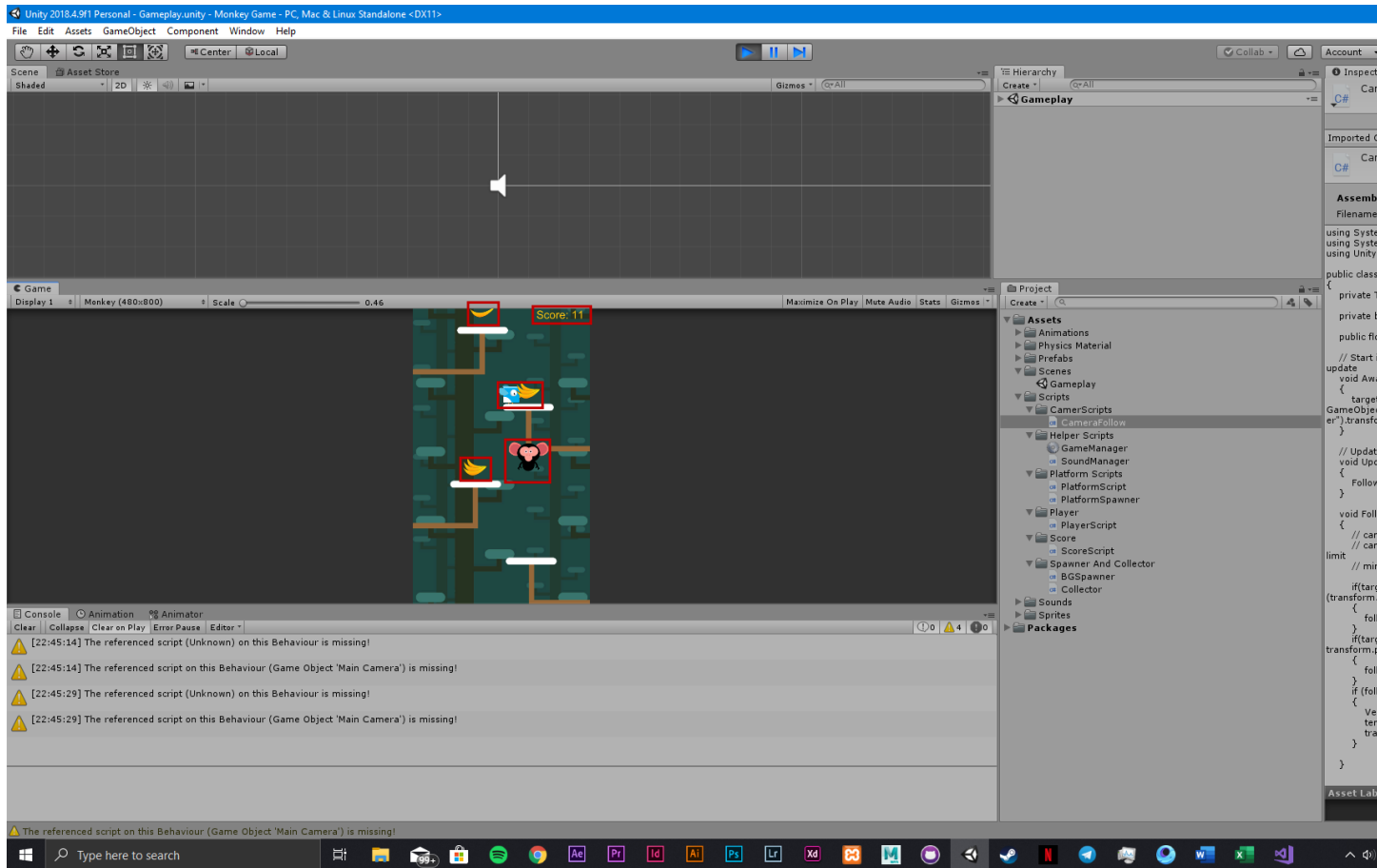
Art assets (2D)

User Interface outlines

Camera Follow

Follows Player

PlayerScript

SoundManager

Plays sounds accordingly
Jump Sound, hit Sound

PlayerScript

Game Manager

Manages state of the game

Restart Game

PlayerScript

PlayerScript

PlayerMovement
Score
Camera Follow

PlatformSpawner, Score Script, Game/Sound Manager, CameraFollow BGSpawner, Collector

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Score Script

Shows current score

PlayerScript

Collector

Collects backgrounds that are already used.
Collects gameobjects that are already used.

PlatformSpawner, PlatformScript BGSpawner

BG Spawner

Spawns background

Collector

PlatformScript

Spawns banana gameobject
Spawns bananas gameobject

Platform Spawner, Collector

Platform Spawner

Spawns Platform, Items and Bird

Collector, Platform Script