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B.A. Hons. in Game Art & Visual Design
Task 1 – Scope Document

COLOR SWITCH

Game Summary

The premise of colour-switch is simple: you must bounce your ball through the level and navigate through a series of obstacles. Each obstacle has a series of colours, and your ball can only pass through the object with the same colour.

Core Mechanics

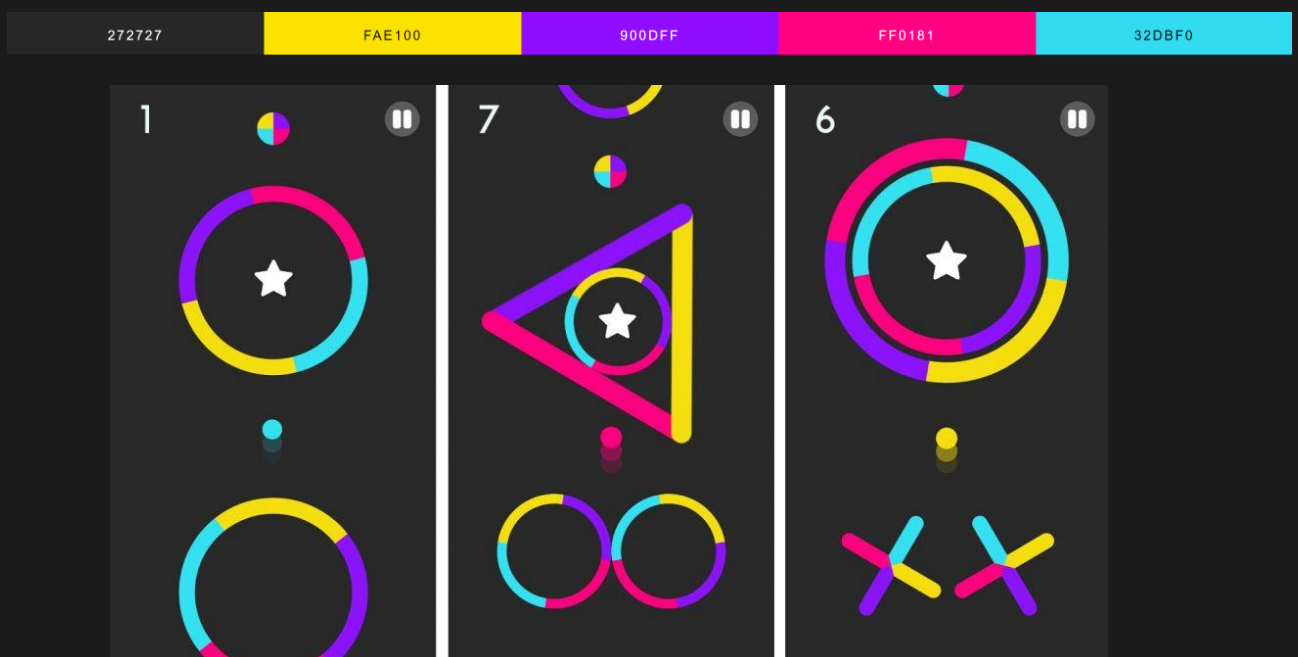
- Press the Space-Bar to get the ball past each obstacle.
- Follow the colour pattern to cross each obstacle.
- If the ball colour collides with a different colour of the obstacle - game will end
- A point is given after completing an obstacle.

Gameplay

The game loads. To start playing the player needs to press the 'Space-Bar' for the ball to jump. The ball is given a random colour, either Cyan, Purple, Pink or Yellow. To progress through the game, the player can avoid being destroyed by passing through the same colour: - Cyan with Cyan, Purple with Purple, etc. Collect the stars to score points and reach the finish line to win the game.

Art Style

Color Switch is a 2D Arcade with a vector based and with a simple colour scheme of Charleston Green (#272727), Yellow (#FAE100), Electric Violet (#900DFF), Bright Pink (#FF0181) and Turquoise (#32DBF0).



Gantt Chart

Research and Inspirations

Game Planning

Making the Game (Code/UI)

Testing the Game

Evaluation

Project Start

Week 1

Week 2

Week 3

Week 4

Week 5

Project End

CRC Cards

Player

- Can Jump
- Pass through obstacles of the same colour
- Can get Points
- Dies – If the Player falls out of the screen
- Dies – If the Player collides with an obstacle of a different colour

Pointer Obstacles
Color Changer Score
Finish Line

Pointer

- Holds the ball at the start of the game.

Player

Obstacles

- Can let player pass through them if the Player has the same colour
- Destroys the player if the Player collides with a different colour
- Can rotate in the same place

Player Color Changer

Finish Line

- When the player collides with it, the game ends

Player Ends Game

Score

- Gives Player 1 point when Player passes an obstacle

Player Obstacle
Ends Game

Color Changer

- After each obstacle, this will change the colour of the player

Player