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B.A. Hons. in Game Art & Visual Design
Task 2 – Design Brief

COLOR
SWITCH

Target Device

The target device/s for this game replica are PC's running Windows OS and/ or MacOS. To be able to play this game one will need a display (monitor), a keyboard and mouse. The intended and recommended display size is 16:9, which supports screen resolutions such as 1280x720, 1920x1080 and 2048x1152.
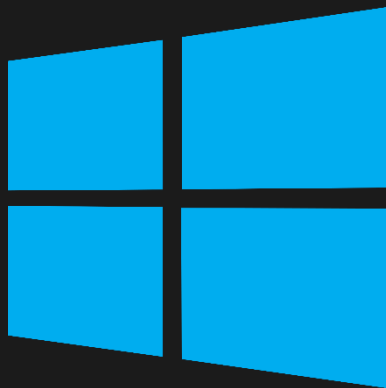
Controls and Mechanics

The controls for this game are pretty simple, repeatedly press the 'Space-bar' so the player can jump upwards. When the player reaches an obstacle, the ball can only pass through the same colour, for example if the ball is cyan, it can only pass through the cyan part of the obstacle. After each obstacle the player is given a point (in the form of a white star) and the character will change colour after each obstacle. If the player hits the wrong colour the game ends.
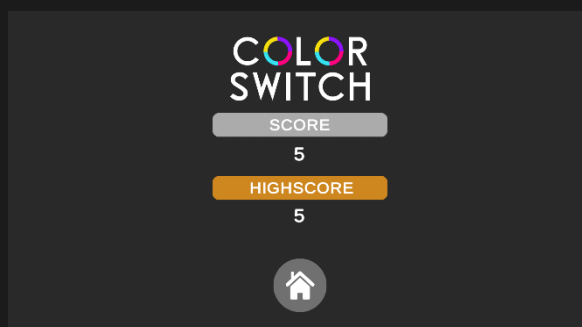
Space
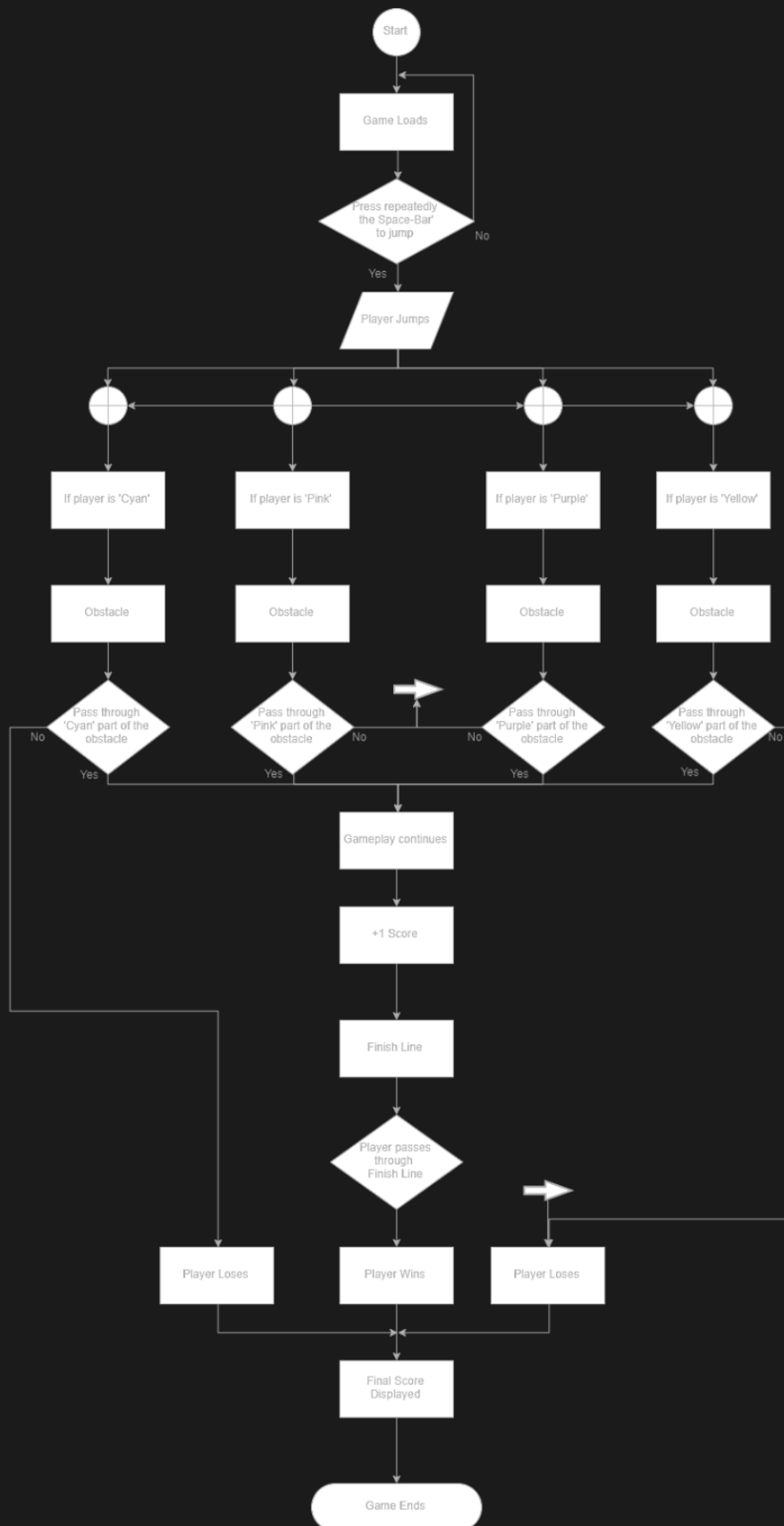
Game Screens

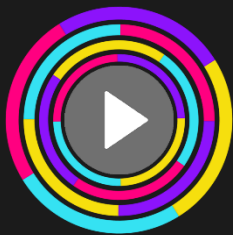Main Menu Screen
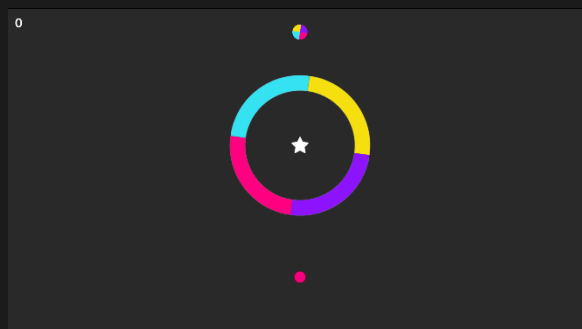
Gameplay Screen

Game Over Screen

Game Objectives

Pass all the obstacles and reach the finish line with of colliding with the wrong colour.

Flowchart

Start

Game Loads

Press repeatedly the Space-Bar' to jump

No

Yes

Player Jumps

If player is 'Cyan'

If player is 'Pink'

If player is 'Purple'

If player is 'Yellow'

Obstacle

Obstacle

Obstacle

Obstacle

Pass through 'Cyan' part of the obstacle

Pass through 'Pink' part of the obstacle

Pass through 'Purple' part of the obstacle

Pass through 'Yellow' part of the obstacle

No

No

No

No

Yes

Yes

Yes

Yes

Gameplay continues

+1 Score

Finish Line

Player passes through Finish Line

Player Loses

Player Wins

Player Loses

Final Score Displayed

Game Ends

Game Assets

COLOR SWITCH

HIGHSCORE

SCORE

UI Design/ Wireframe

Logo

Play Button

Score

Colour Changer

Obstacle

Score

Player

Logo

Score

Score Display

High-score

High-score Display

Home Button