

Pet City Design Document

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We have designed Pet City to be as simple and easy to understand as possible. It starts off with the GameWorld. This is the surface on which the objects will interact. This will be the screen the player sees and plays on. It will display the characters and the feedback systems.

Next, we have our characters. This can be either the player or an enemy. We have four different types of enemy. Each character has health, a skin (what they will look like), and a list of moves, including a special move. Each character can use a move, which will play an animation depending on what is picked. For the player, they can also pick a move, earn points, and win. Winning plays a special animation. For enemies, they can randomly select a move. Each enemy type will have a different skin and special move.

Finally, we have our feedback systems. These are Score, Time, and Health. Score will be updated when the player takes damage, does damage, or defeats an enemy. Time to choose a move will tick down gradually and restart after the moves occur. Health will be updated when either character takes damage, the player defeats the enemy, or the player loses.





