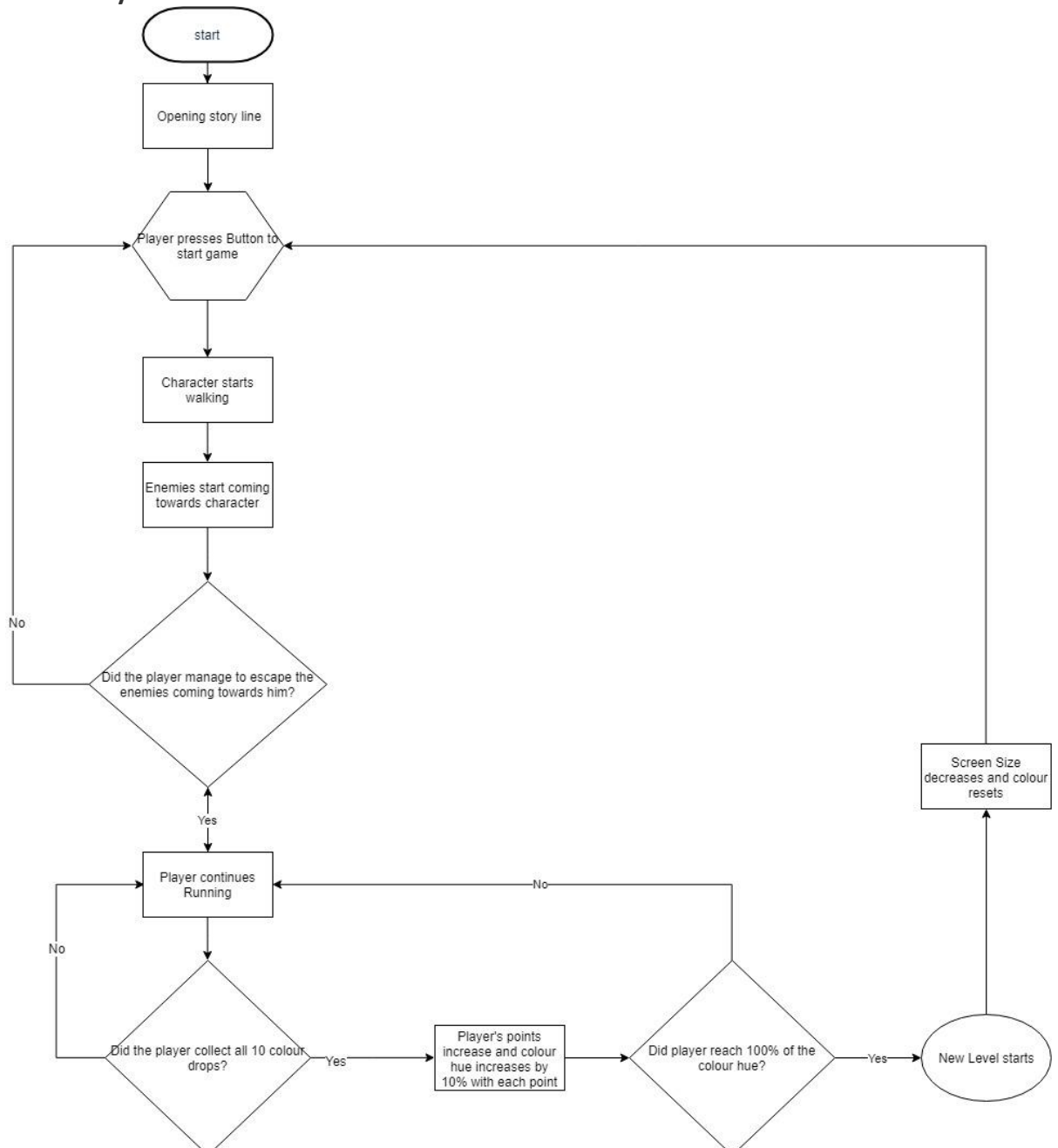


## LO2: Prepare workspace and assets for game development.

### 1) Target Device:

For our project we discussed amongst us regarding what device we want to make and we decided that a PC game would be better. The dimensions we chose for the game are 1280 by 720 pixels which is a widescreen aspect ratio of 16:9. It will fit most of the screens.

### 2) Game Play Flowchart:



### 3) Game Mechanics and Objectives:

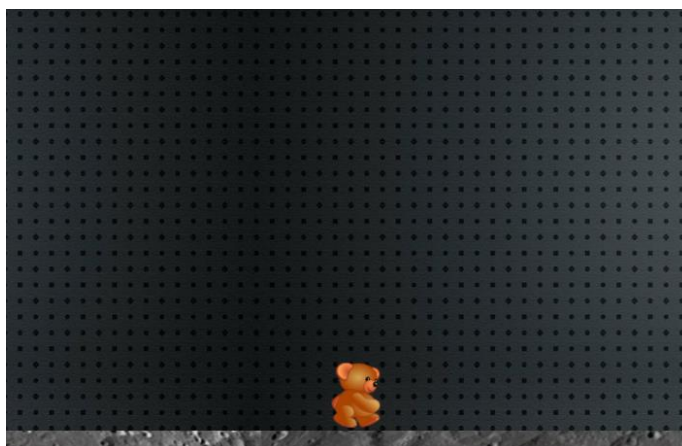
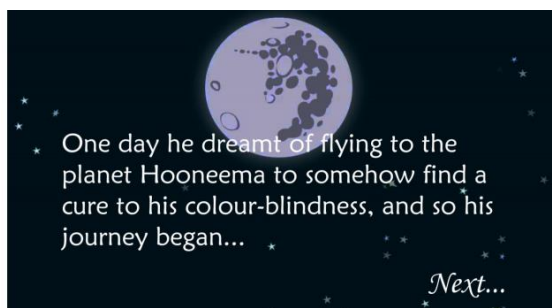
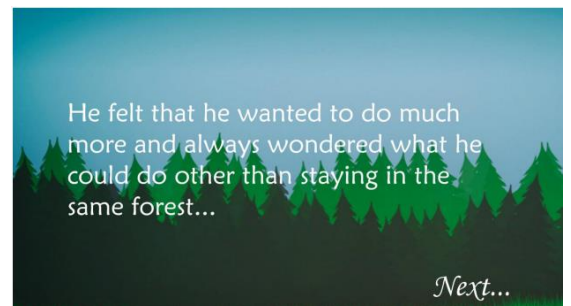
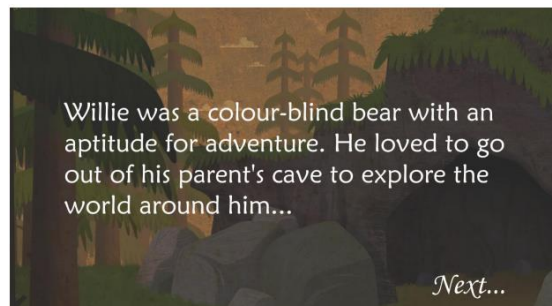
Our game features mechanics which we worked hard to be able to bring them out. One of the mechanics is the walking character that is able to jump and go to the top of the screen and the bottom by pressing the space button

for it to float from bottom to top and vice versa, meaning change of gravity. Another mechanic we worked on was the randomly placed enemy drops that fly towards the bear which the bear has to avoid. Another main mechanic that can be obtained by finding colour drops, is the changing hue during the game. With every colour drop obtained the hue increases by 10 % which gets harder as the player reaches to obtain all 10 drops in that level. After reaching the 10 drops the level resets but this time the screen size shrinks which makes it harder for the bear to be able to avoid the enemy drops.

#### 4) Visual Assets:

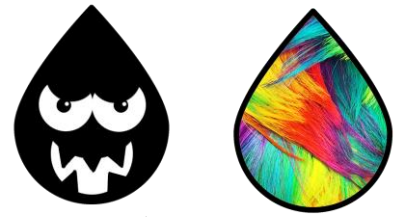
As a group we decided it's best we do a 2D game as none of us were professionals at Unity and this was our first time so we chose on something that wouldn't have challenged us too much.

**Story Line:** In the beginning of the game there is 3 storyline screens and another screen to explain which keys the user will use. This helps to give a meaning to our game and explain what our concept was.



**Teddy:** For the main character we chose a teddy bear. We mostly chose the teddy bear as it symbolises and reminds us of our childhood. Initially we were planning on making it a darker game, having an old creepy teddy bear but unfortunately we didn't have enough time for it.

**Colour Drops:** For the reward we chose to do a colour drop which is colourful and represents happiness. For our story it also represents bringing colour back to us.



**Black Drops:** For the enemy we designed a black drop with an evil face on it. Black is a dark colour and it symbolises sadness. In our game the dark colour will lose you the game.

**Hue Changing:** With every colour drop obtained a 10% hue is added to the screen which gets harder with every colour drop for the player to be able to see the enemies coming towards him.

**Background:** For the background we chose a simple grey background with black dots so as not to lose the player's focus with a colourful one.

#### 5) UI Elements:

For us to be able to have a user-friendly yet fully working game we had to focus as well on the UI design as this is what the user will ultimately see. We used a full screen for the game with a top and bottom border for the player to walk on. The user will only have to press the space button to be able to shift the gravity. The score will be one the left corner so as not to be of obstruction to the players since the enemies will be coming from the right. The game features two different drops, the enemy which is a black drop and the colour drop which gives you the point. We also have a story in the beginning of the game which immerses the player more in the game on what the game will be about.