Playful Pictures

Game Design Document

By

John Gotts

Rebecca Stewart

Norman Galang

Ryan Earle

Version 1.1.0

Table of Contents

1.0 Overview 2

2.0 Plot & Settings 2

3.0 Core Game Play 2

4.0 Environment Elements 3

5.0 Interface Usage 4

6.0 Menu and General Game Usage 4

**1.0 Overview**

Picture Perfect is a picture slider game, where you have a grid such as 3x3, where one cube is missing, and you must unscramble the picture by moving on square at a time.

**2.0 Plot & Setting Information**

The idea of this game is to simply solve the puzzle as quickly as you can, there will be a timer and move tracker so you can watch that information for your own knowledge. Because it isn’t set levels the user can move through challenges as they wish.

**3.0 Core Gameplay**

The game well play is basic, it will be set up so the user can pick the size of board they want, 3x3, 4x4 and 5x5, to make the puzzle easier or harder, and they can also pick the image they wish to have on it as well, being from simple pictures like of a tree to more complicated ones, like jellybeans. This will allow the user to tailor the game to their own desired challenge.

**4.0 Game Environment**

The game environment will be a simple screen where you will have the ability to see a move tracker and timer which tells you how long you’ve been working on the puzzle. When its complete you will be given the option to play again or exit the game.

**5.0 Interface**

The game will be using the mouse to navigate the menus and move the blocks while playing. While playing the mouse will be used to click the blocks to move them to the empty space.

**6.0 Menu flow**

