

Project 3 Design Document

Project name: Post-apocalypse Adventure

Project type: Web mini-game

Project description:

This is a simple move and catch mini-game with a dark color-scheme. The player will find themselves in the middle of a nuclear apocalypse, and they must catch supplies and avoid toxic waste/ monsters to survive. The game will feature one player(possible feature: player can choose their avatar), four types of supplies (water, food , first aid kit and batteries), three types of enemies (toxic rain, toxic waste, and nuclear monsters), and a flashlight which player can turn on and off. During the gameplay, any enemies/supplies used with array will fall from the top of the screen, and the player can move left or right with the keyboard to catch them/avoid them while toggling with the flashlight clicking the mouse. The toxic rain used with array is unavoidable and happens randomly for a short amount of time. The player will have a health bar that indicates the player's health and a battery bar that indicates the remaining battery of the flashlight (once the battery runs out, the flashlight becomes unable). Everytime the player collects enough supply, the player will be elevated a little closer towards the top. If the player dies, the game will display the "game over" screen and indicate if the player wants to try again. If the player collects enough supply to reach the top of the screen, the game will display the "winning" screen. .

Sketch:

