



GAME ENGINE 1

Task 2

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Target Device:

The game that I have created 'Venture' will be played on PC (Windows and Mac). The screen resolution of the game is 16:9 and is always set to landscape.

Controls Methods:

The input methods of my game are the keyboard and mouse. With the mouse the player can click on the buttons to play, click the control button, exit etc. To control the submarine, the player can press W for up and S for down, or the up-arrow key and down arrow key. To shoot the player is required to press the spacebar.

Game Mechanics:

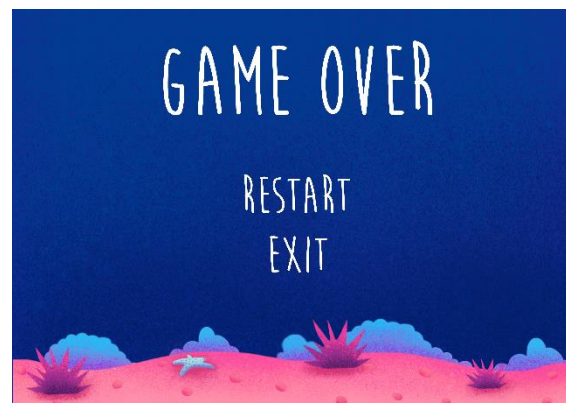
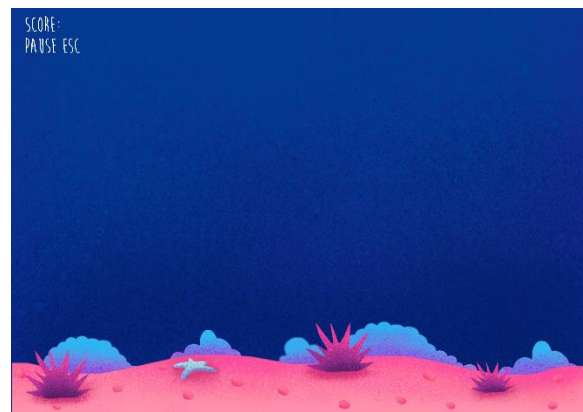
The player plays as the bird in a 2D platform world. The bird can jump upwards and pass in between the pipes and a score will be given. If the bird hits the pipes the player loses and falls off the ground.

The player plays as a submarine in a 2D platform world. The submarine can move upwards or downwards and collect diamonds, and score will be given. The player can shoot enemies, which are the jellyfish. If the player shoots the jellyfish, it will be destroyed, and score will be given. If the submarine hits the jellyfish, the player loses 1 health.

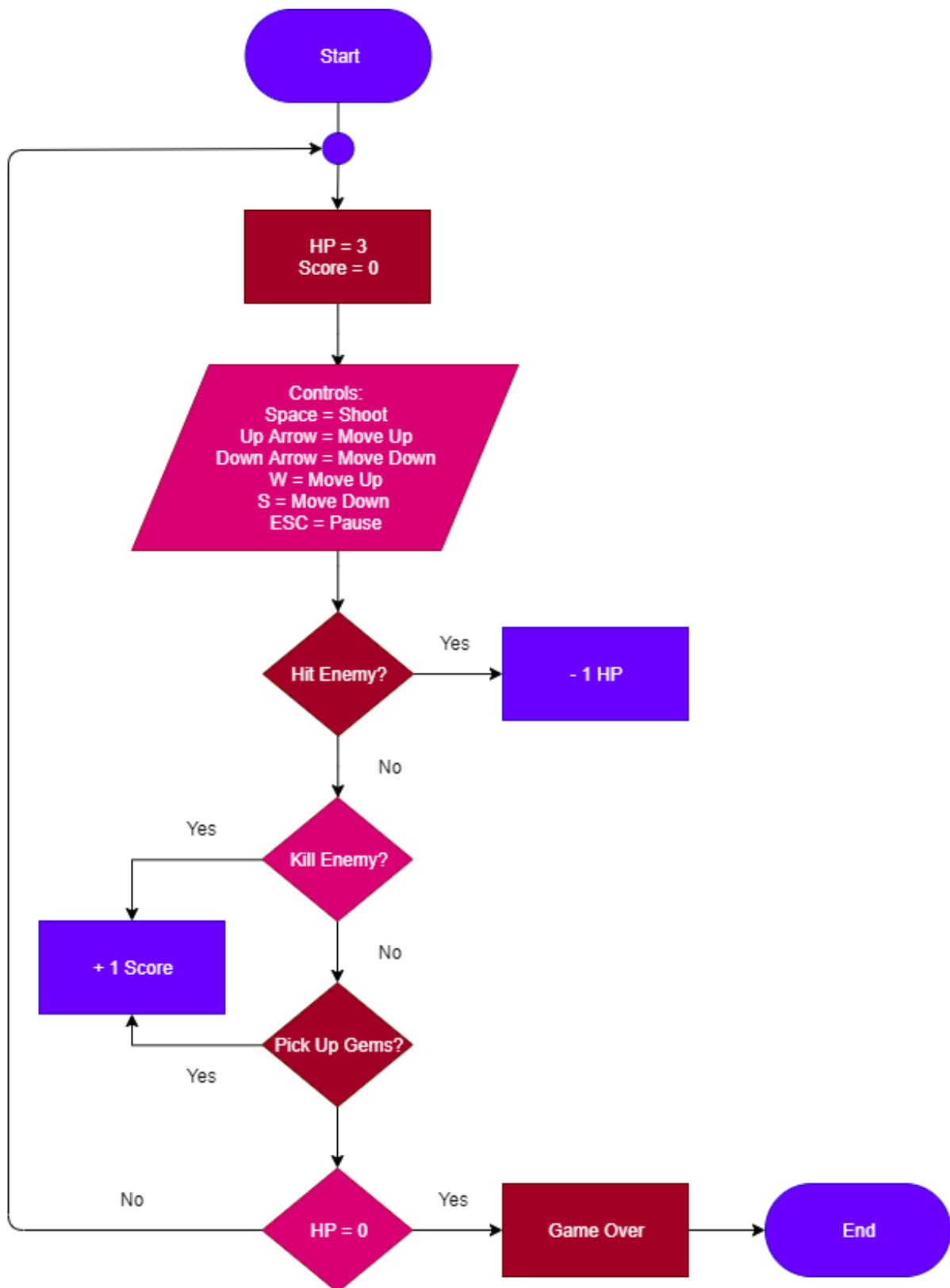
Game Objectives:

Collect the diamonds and destroy the jellyfishes.

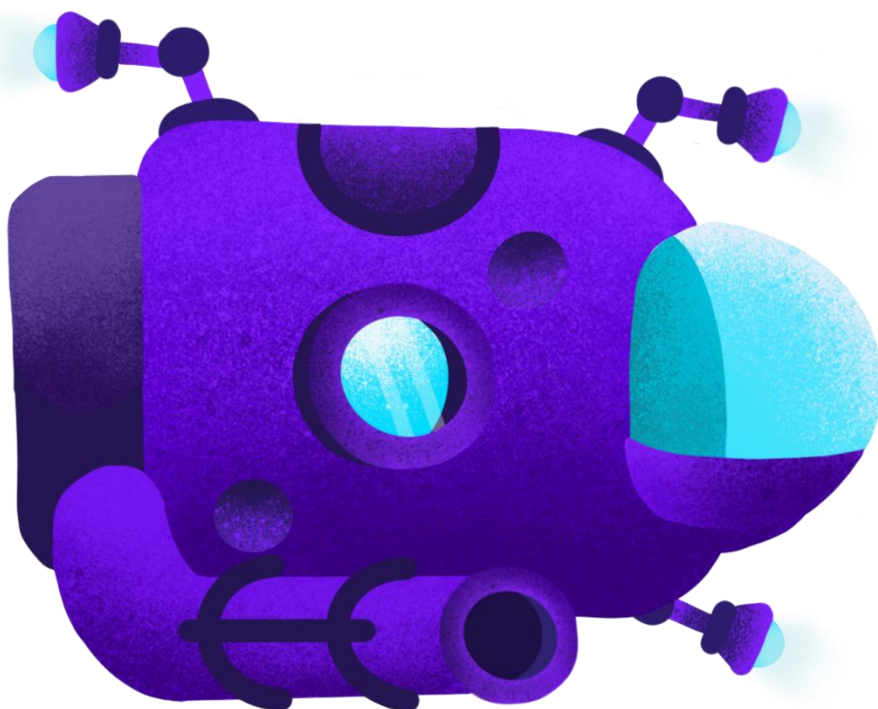
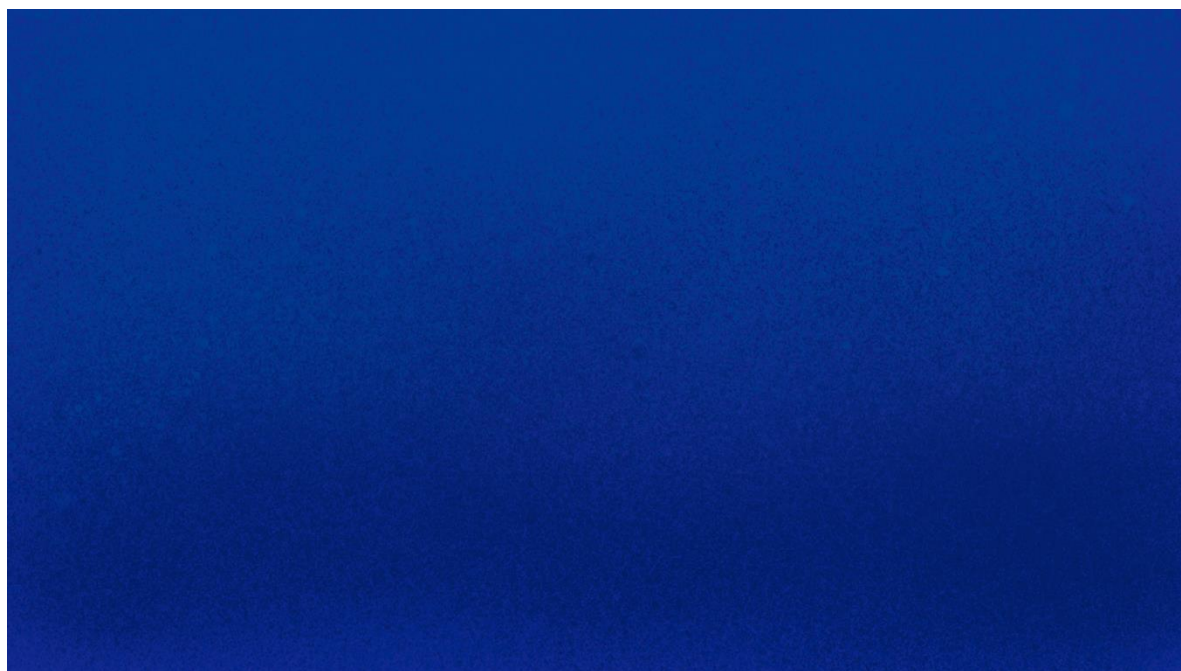
Game Screens:

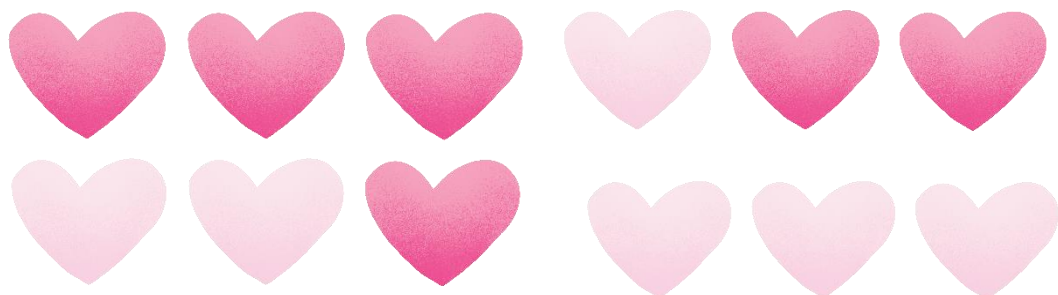
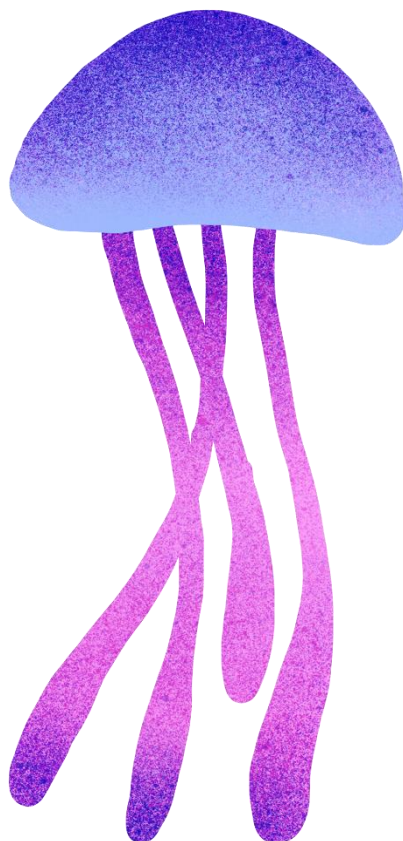
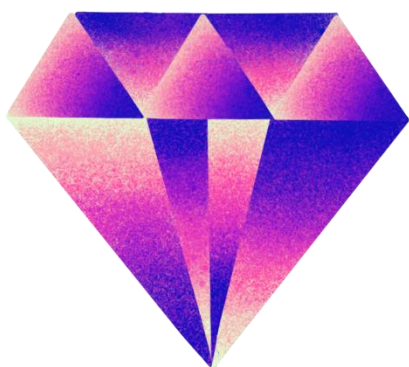


Gameplay Flowchart:



Art Assets:





User Interface Outlines:

The player starts with the main menu. If the player presses 'START' the game will start. During the game the player can see their score on the top left side of the screen and beneath it is what to press to pause the game. If the player loses, they will be taken to another screen which is the game over screen, and the player can choose to restart or exit the game. Going back to the main menu, if the player presses 'CONTROLS' they will be taken to the control screen where they can find the controls of the game. The last option from the main menu is the exit, where if the player presses 'EXIT' they will exit the game.

