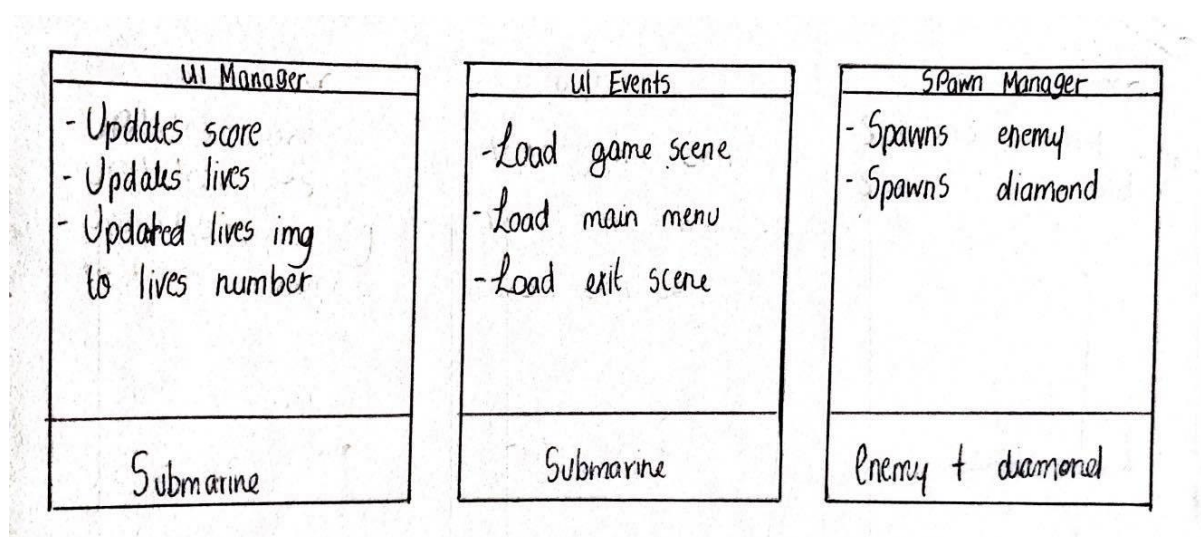# GAME ENGINE 1

Task 1

Naomi Farrugia

Year 5.2

Basic Description:

The game that I decided to create is about a person in a submarine where he goes exploring for treasures. The player must guide the submarine and collect diamonds while dodging/killing the jellyfish. If the submarine touches the jellyfish three times, the player loses.

Gantt Chart:

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Research	■						
Placement of Assets		■					
Moving Ground		■					
Enemy			■				
Bubble			■	■			
Health			■	■			
Score			■	■			
Diamond				■	■		
Pause Screen					■		
Sounds and Animation						■	
Game Over Screen						■	
Exit						■	
Control Screen							■
Tweaking							■
Documentation							■
Evaluation							■

CRC Cards:

UI Manager
- Updates score
- Updates lives
- Updated lives img to lives number

Submarine

UI Events
- Load game scene
- Load main menu
- Load exit scene

Submarine

Spawn Manager
- Spawns enemy
- Spawns diamond

Enemy + diamond

Submarine
- Moves the player up, down
- Fires bubble
- Recieves score (diamond and enemy)

UI manager + UI events + game manager + moving + diamond + bubble + Enemy

Bubble
Destroyes enemy

Enemy + Submarine

Diamond
- Gives Score
- Gets destroyed when picked up

Submarine + Spawn manager + UI manager

Enemy
- Reduces players health if touched
- Gives score if destroyed

submarine + Spawn manager

Game Manager
- Pause Menu
- Game Over Screen
- Replay Screen

Submarine

Ground
Loops the ground

Ground

Moving
Moves the camera

Submarine + Main Camera

Exit Screen
Quits the game
Game Over Screen

UI Events