

Sugar Cube

TASKS 1 &2

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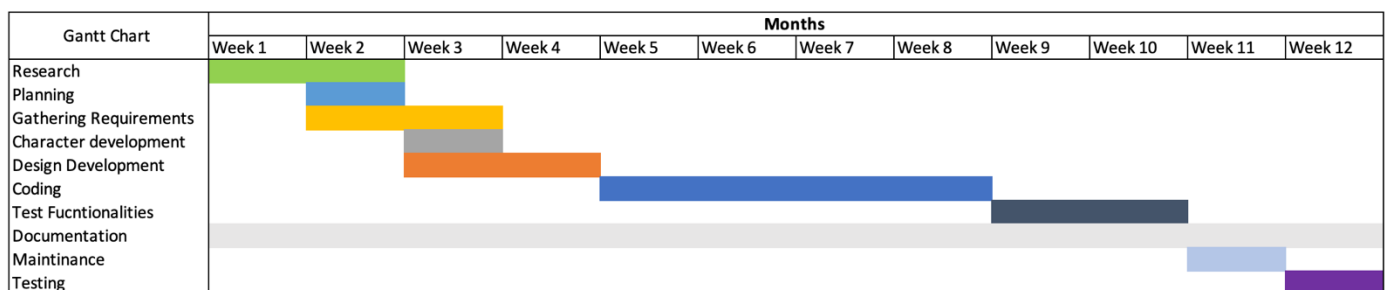
Task 1

1. Game Description

Character stack up. The game consists of a character jumping on stacks/sugar cubes in order to avoid falling to his death. Along the way the character also must avoid the enemy by simply not getting in-contact with the object. Also, power ups that will increase the size and speed of the character will also take place in the game.

The scope of the game is determined by the time which then determines your score. The powerups will help slow down the player making it easier to jump on the cubes which will make you achieve a high score as each cube you manage to jump, you'll get 1 score and for every 5 cubes you get 8 points (+3 bonus marks).

2. Timeline



3. CRC Cards

Player - Sugar

1. Moving player sprite
2. Collecting powerups
3. Dies on collision to enemy or game boundaries

Player, Enemy, Score,
Powerups, Game Manger

Score

1. Shows current score on screen
2. Tracks high score
3. When character goes up a cube the score increases

Score, Player

Enemy – Bird

Files into formation
Random Spawns
Can cause distraction to the player
which can also lead to the characters
death

Player, Enemy

Powerups

Picked up by player
Slows down cube speed
Is removed on collision

Player, Powerups

Game Manager

Manages game state:

Start

Game Over

Instances:

Powerup

Enemy

Score is saved at the end of each game

Player

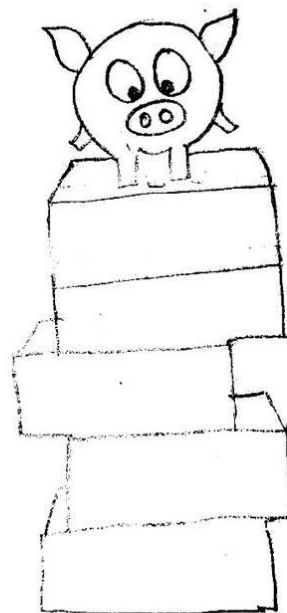
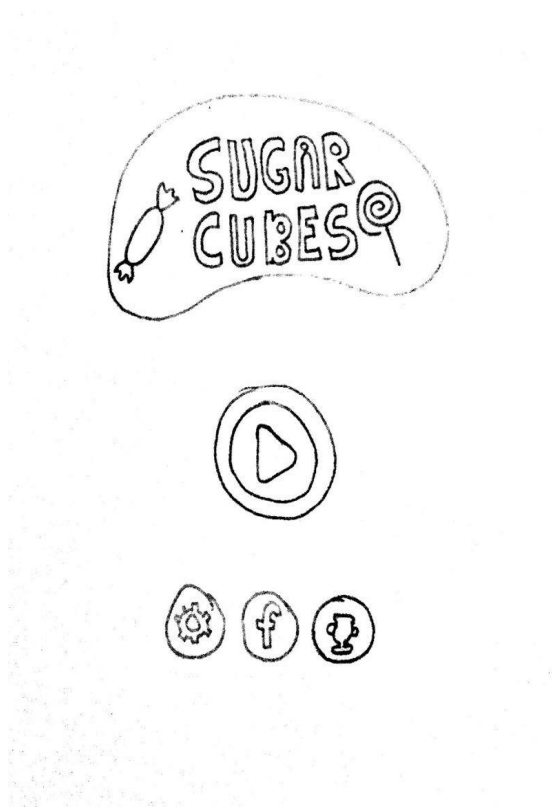
Cube

Moves from left to right

On collision with player the cube stops

Player, Cube

4. Sketches

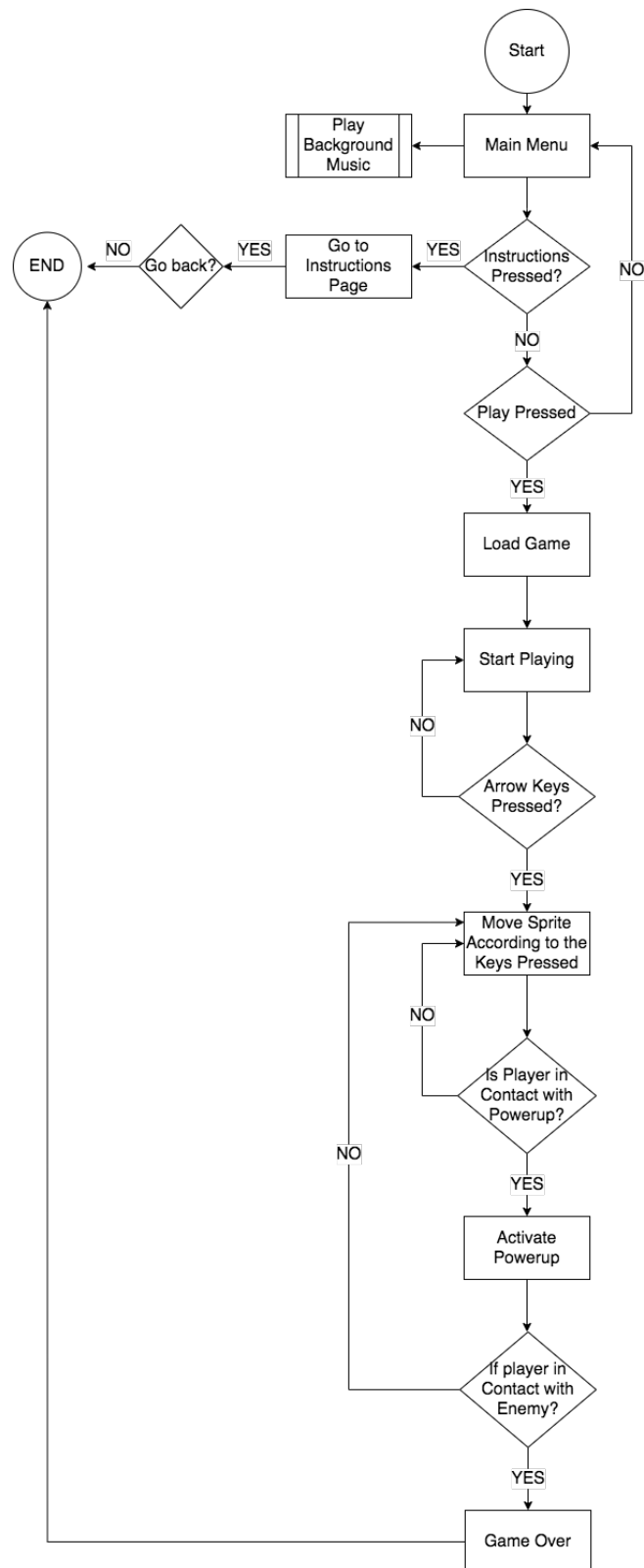


Task 2

1. Specifications & Requirements

- a. Targeted device
 - i. Resolution: Which every phone device is being used. Portrait mode.
 - ii. Input Methods: Screen tapping.
- b. Controls methods and game mechanics
 - i. Tapping on screen. Timing mechanics.
- c. Game screens
 - i. Main Menu
 - ii. Instructions
 - iii. Game
 - iv. Score Screen
 - v. Game Over

d. Game Flowchart



e. Game objectives

The game objectives are to jump on cubes while avoiding the enemy in-order to get your highest score. Along the way powerups will be available to catch to help you slow down the motion of the game so that a higher score is achieved.

The game can be lost if you fall of any cube or get in contact with the enemy.

f. Game Assets

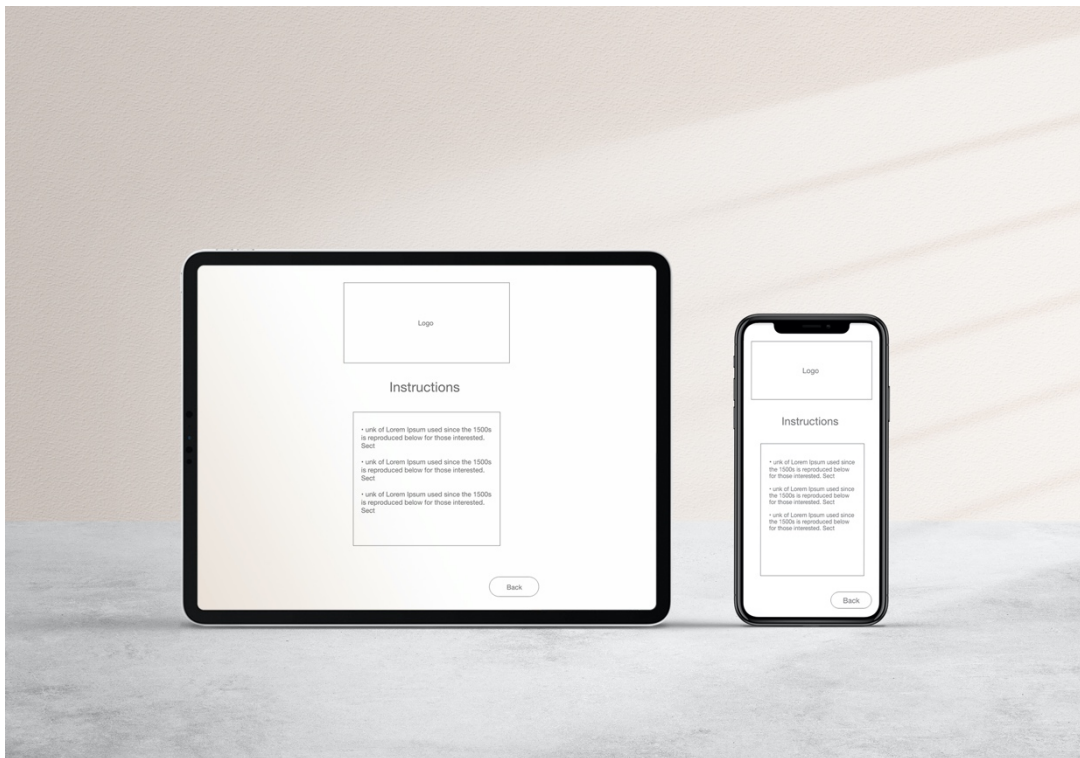
- i. Player
- ii. Enemy
- iii. Powerups
- iv. Cube

g. User Interface Outlines

i. Main Menu



ii. Instructions Page



iii. Game Screen

