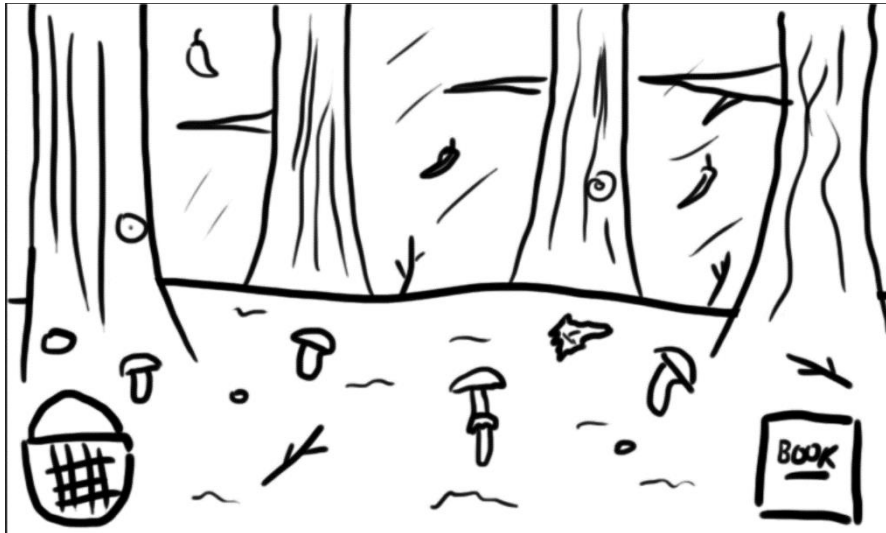# Spring Interactive Design Page – Pavel Dobias

This is design page for game called Mushroomer.

The screen:

Screen will display a forest, divided into two parts, one interactable with mushrooms and other background not interactable.

In the left down corner, there will be basket, containing gathered mushrooms.

If user presses right mouse in basket location, shows the contents of the basket. Could be a keyboard shortcut.

In the right down corner, a book with information about the mushrooms being gathered.

If user presses right mouse in book location, shows the contents of the book. Could be a keyboard shortcut.

Note: My main goal is to make it possible for user to collect the mushrooms, other stuff like the book and basket will depend on time and difficulty.

User input will be point and click. If user presses right mouse button on mushroom position it will be picked up and put inside the basket.

Possible drag and drop inside the basket, depends on the difficulty.

Here I will be using vector in X and Y axis to determine where user clicks and if its in the mushroom position, indicated by a box, it is gathered.

Note: Could add a clearing mechanic, put some leaves and sticks on top of the mushrooms, user would need to click multiple times on these to clear them = revealing mushrooms

There will be 5 different mushrooms, with different sprites and sizes. (this can change)

Assets required:

Art:

5 different mushrooms in different shapes.

Forest ground – with trees, stones, sticks, and leaves. Some elements could be animated.

Forest Background – trees in distance, with falling animated leaves.

Basket – idle state and when interacted state.

Book – idle state and when open, animated turning pages.

Audio:

Background sound of the forest – sticks cracking, leaves twitching, animal sounds etc.

Sound for interacting with basket.

Sound for interacting with book, turning pages etc.

Sound for picking mushrooms – being ripped from dirt.

Note: there could be extra sound if user clicks on trees and different if clicks on ground etc.

SFML AND CODE:

Screen divided into two squares, with sprites and textures being put on them. Forest ground being drawn last, so it is in front of the background.

Array of mushrooms – randomly generated in certain areas (forest ground)

Square based location of generated mushrooms on top of the ground.

Animated and interactable book and basket.

For basket function when user picks mushroom that mushroom is added inside the basket, this is visible only if its being interacted with.