

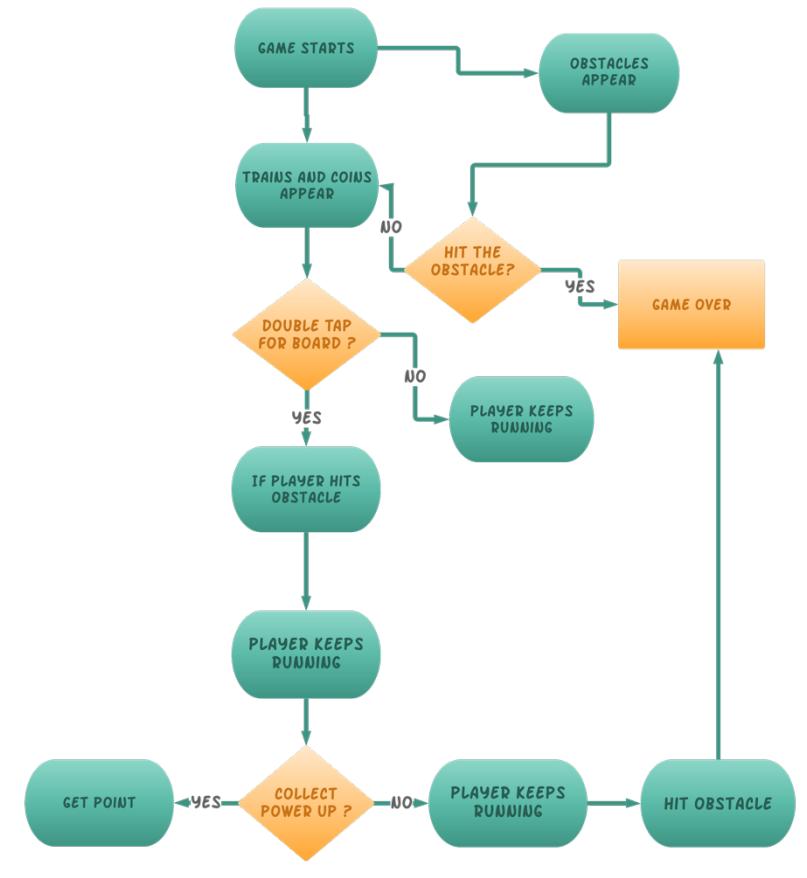
Basic of Game Engines

Task 1

A. The Target Device

- Our game will be a replica of Subway Surfer but with a twist as the theme of the game will be Candy Land.
- Target device chose is for Desktop.
- Resolution 1920 by 1080.
- Input method will be the keyboard. (arrows and space bar)

B. Gameplay Flowchart



C. Pseudocode

Player's Script

```
//If right arrow is pressed player moves to the right  
//If left arrow is pressed player moves to the left  
//If up arrow is pressed player will jump  
//If down arrow is pressed player dodges  
//If space bar is pressed player will activate hover board  
//If player hits obstacles, player will die (Game Over)
```

Game Manager

```
//If player collected coin add 1 to score  
//Every second that passes add 10 to score  
//When a high score is achieved that will be set to best score  
//When player dies, option to save the player appears
```

D. Walkthrough



Tap to Play



Player starts running



Player Collects coins



Double tap- Player activates board



If Player hits trains when board is activated, Player will keep on running



Player running on the right lane



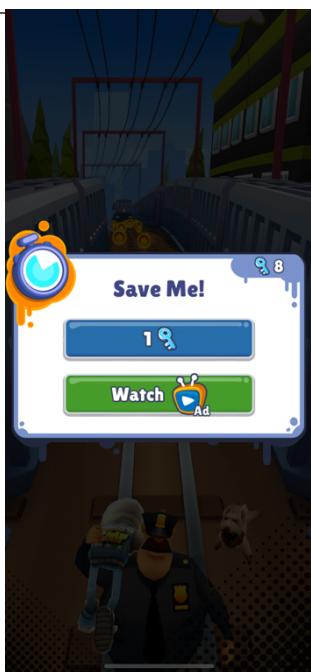
Swipe Left, Player moves on the middle lane



One of the power ups is Jetpack.



When Jetpack is activated.

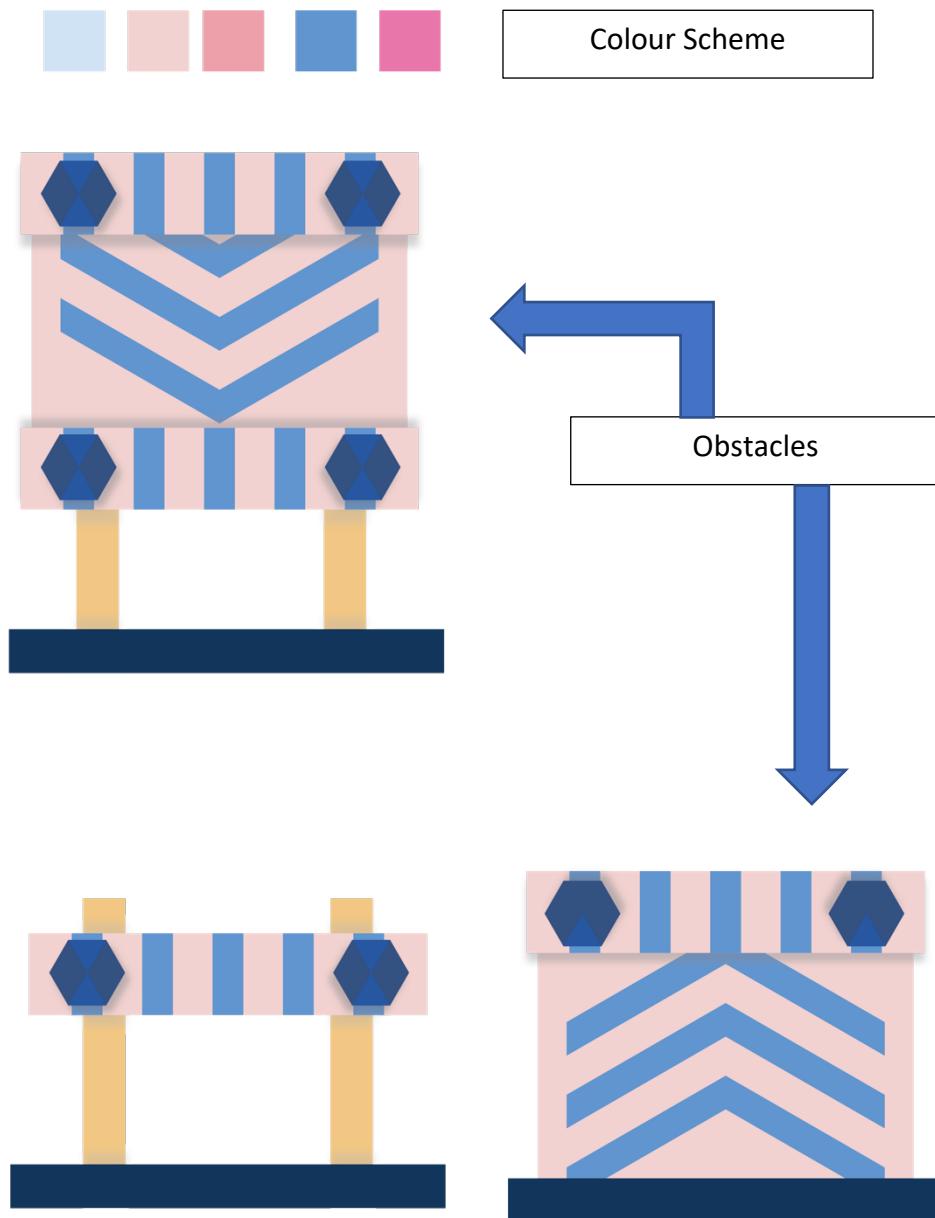


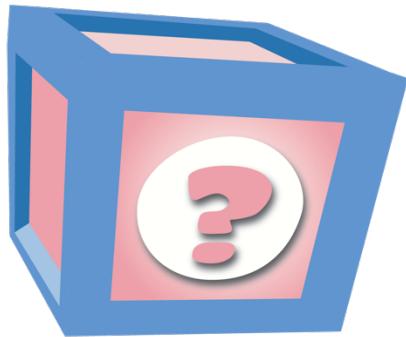
When Player hits obstacle, he/she have a save me option.

E. Game Objective

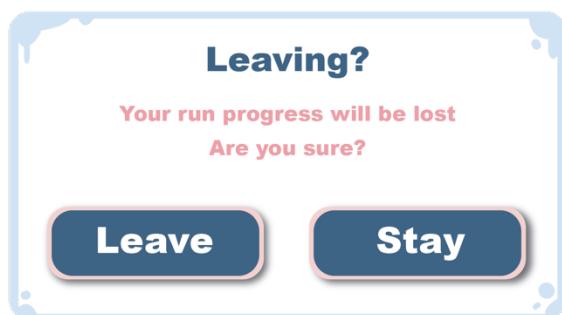
The main objective of this game of the game is to run through a subway station collecting sweets and avoiding being caught by the authorities. Avoiding trains and other obstacles by jumping (Up Arrow), rolling (Down Arrow) and making lateral moves (by Right or Left Arrows accordingly).

F. Art Assets

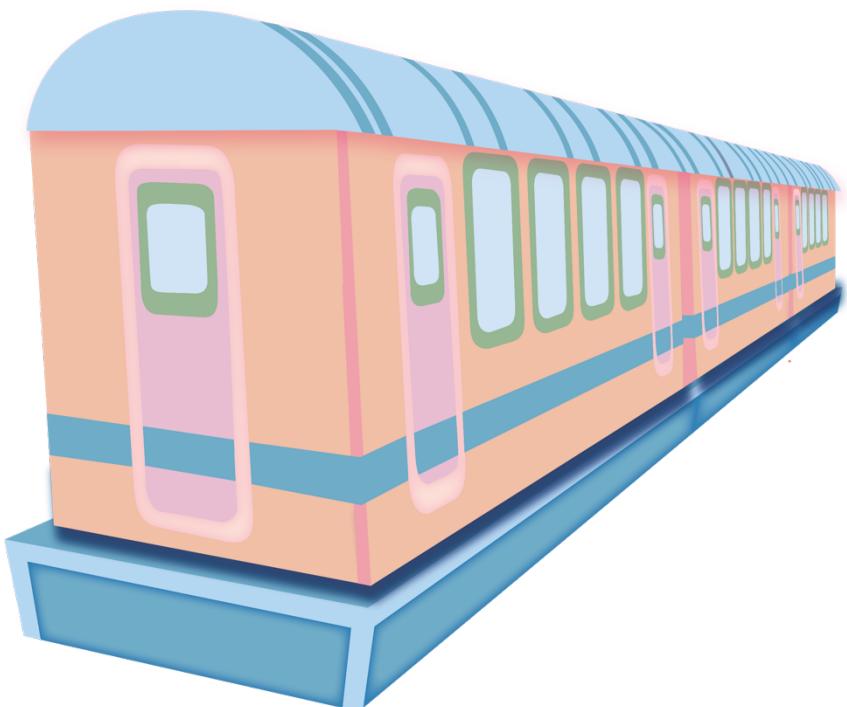




Mystery Box



When player will pause
the game



Train- Another obstacle



Main character



Background element

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