

[Winter Village]
Design Documentation

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1 Concept Paper

1.1 Introduction

The project is about a jump-and-run-game made on google web designer. The focus is making a user interactive game with attractive background and features. The 'Winter Village' because it refers to cold weather and here, we have chosen snowy season. All the features: animations, sounds, etc. are user- friendly.

The nature theme always inspires me while creating any design. I would like to continue on this game to make it more effective.

1.2 Background

The background of this game is snowy night with stars and mountains. Basically, these colors and features attract audience from every age group. Changing seasons are part of life. Nature changes colors and attributes with season. Hence, making a game with background scene of nature with one of the seasons can help sell this game and make it a great fun for the audience.

1.3 Description

Winter Village is a jump and run game. The background includes night scene with stars and mountains. The Mountains top are covered with snow which enhances its beauty. The snow man is moving on the snowy platform. The projectile which is ice cube which is moving towards the snowy man.

The game is all about imagining yourself as a snowman that would be a great fun. You need to jump using the jump to protect yourself from the upcoming ice-cube. Otherwise, you would be smashed. If you would be smashed, the game will over. But don't worry. You can play again. Have fun playing the game: Winter Village.

If you have any confusion, the best thing is to go to help page. The 'Help Page' will give you step by step description of how to play the game. ^[1]

1.4 Key Features

Key features of this game are as follows:

- Easy to play
- Can be played online without wasting system's memory by downloading it
- Nature Scene make the audience feel they are part of nature
- Continuous Challenge
- Combination of fun and reality

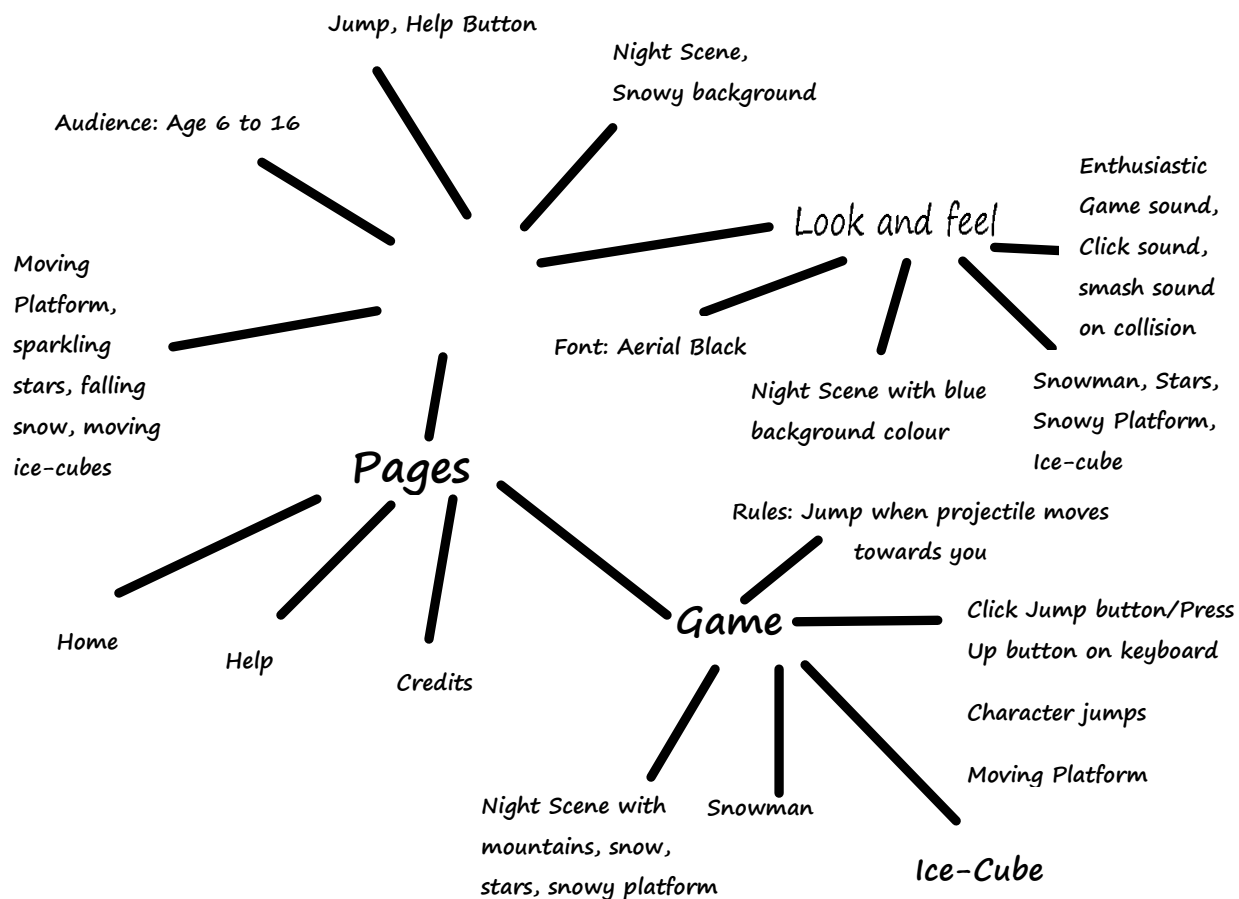
1.5 Genre

The genre of this game is side scrolling. The target is moving from left to right and the character is watching the moving object that is ice-cube from right. Moreover, this a fantasy game having an imaginary character that is snowman.

Target Age Group

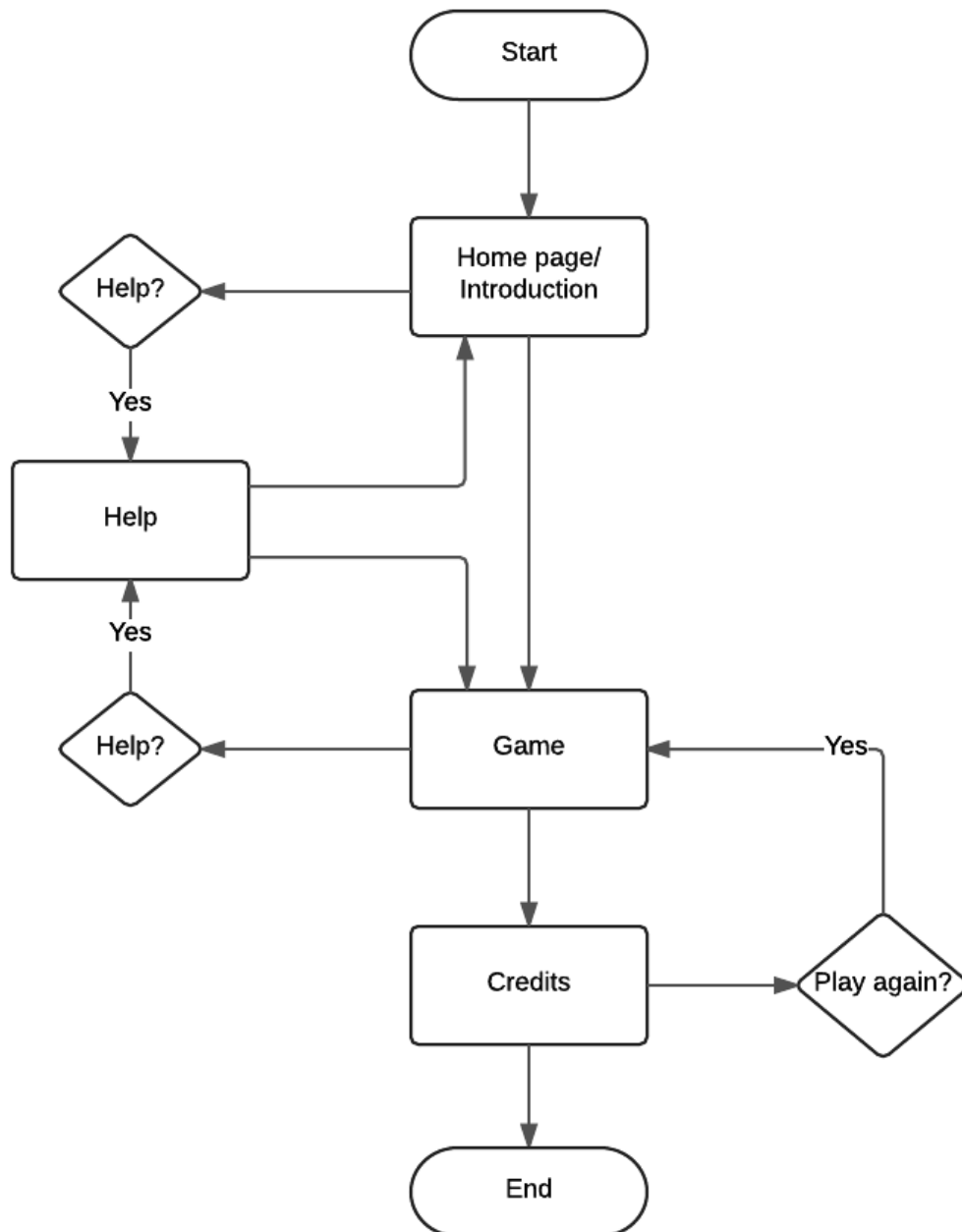
The target Age Group for this game is: 6-year-old to 16-year-old

1.6 Concept Map



2 Functional Specification

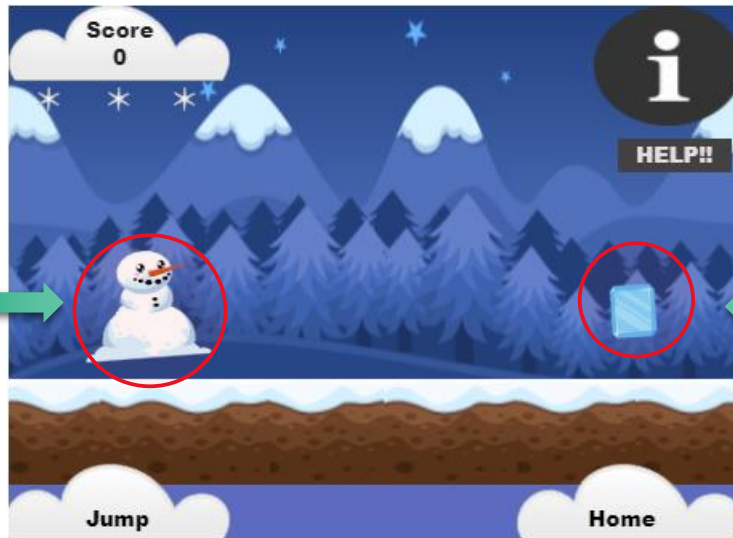
2.1 Navigation



The first page of game is home page. There is a game and 'Help button' on the home page. Clicking help button leads you to help page giving instruction hoe to play this game. Clicking 'Game button' straightaway start the game. Keep playing until you got hit by the ice-cube. If collision occurs, the game will automatically take you to credits page, showing how many scores you have achieved. There is a play again button on credits page. Clicking 'Play Again' button will lead you to game page. You are ready to play again!!

2.2 Storyboards

2.2.1 GAME PAGE



Dimensions: 550 x 400

Media Used: SOUNDS: Background Sound, Collision Sound ('Oh No!' that is self-recorded), Click Sound^[2]

IMAGES:

Night Background image with snowy season, snowman, ice-cube, cloud-like image for buttons, help sign button image^[3]

Buttons: Jump button, Home button, Help button^[4]

Background: Night background with snow falling, stars twinkling, snowman moving on platform, ice cube moving from right to left

Content: This page is the game page. All the parts of the game are included in this page

Description (purpose / objectives): Game page is the main focus page with the working game ready to use by the users.

Animations: Moving Platform, Moving Projectile, Twinkling Stars and Falling snow

User Interactions Required: Click jump button allows you to jump the Snowman or you can press up button from keyboard for jump, Click Home, Help button which leads you to Home Page and Help Page respectively ^[5]

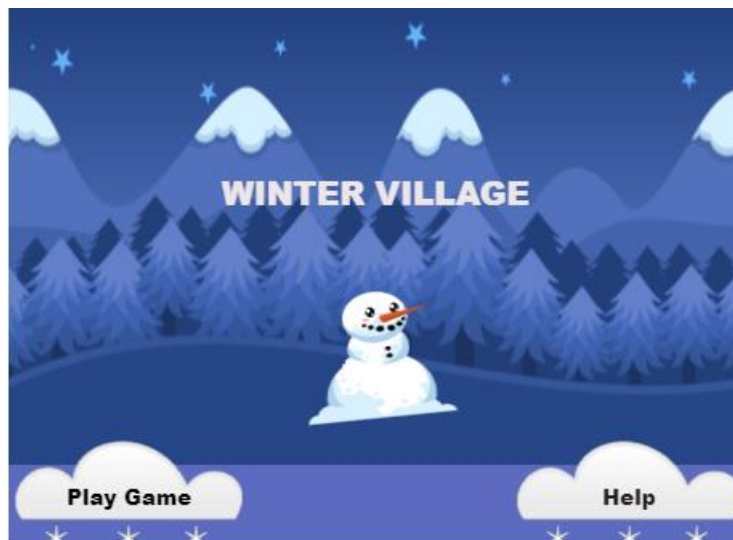
User Feedback: Onclick: Click jump button or up button from keyboard to jump and escape upcoming ice-cubes

Mouseover: Change of color of button and cursor change to pointer.

Score will appear on score board with each jump by user ^[6]

Navigation / Links: Button links different pages and move you from one page to another

2.2.2 HOME PAGE



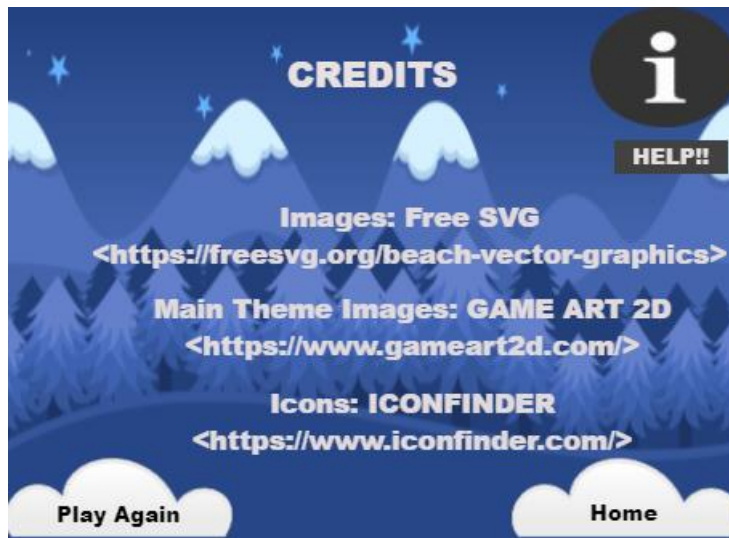
Background is same as game page

Buttons: Play Game button navigate to 'GAME PAGE' , Help button navigate to 'HELP PAGE'

Content: Front cover of the game.

Animations: Moving Snoman^[7]

2.2.3 CREDIT PAGE ^[8]



Content: Special thanks to the sources from where different media are taken.

Description: When the projectile strikes the snowman, the game will be over and it starts showing up Credit page automatically.

Images: Free SVG

<https://freesvg.org/beach-vector-graphics>

Main Theme Images: GAME ART 2D

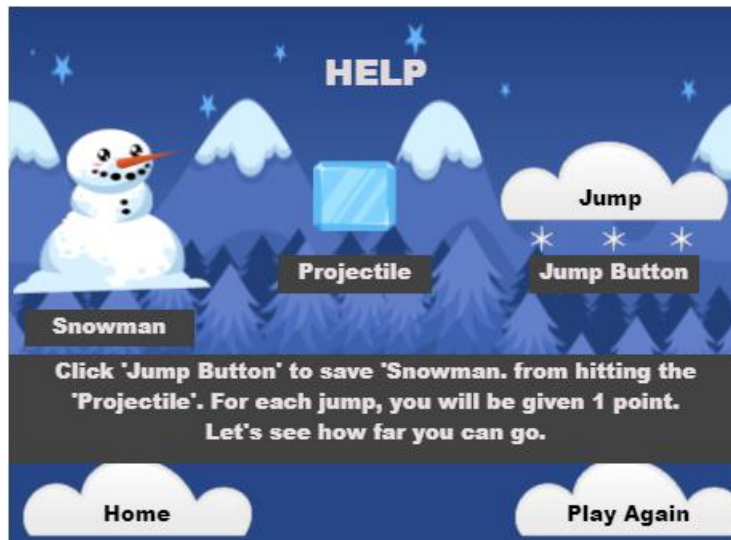
<https://www.gameart2d.com/>

Icons: ICONFINDER

<https://www.iconfinder.com/>

Buttons: Play Again button, Home button, Help button

2.2.3.1 [HELP PAGE](#) ^[9]



Content: Provides description of the game.

Following is the text written on Help page:

“Click ‘Jump Button’ to save ‘Snowman’ from hitting the ‘Projectile’. For each jump, you will be given 1 point. Let’s see how far you can go.”

Description: If there is any problem in understanding how to play game, one can go to Help page

Images: Snowman (character), Ice-cube (projectile)

Buttons: Home button and Play Again button

2.3 Enhancements as per Feedback

- [1] Help page was not there in prototype game. It was added following the feedback comments.
- [2] Background and click sounds are added to final game after Feedback1
- [3] Help Button is added to new game as per feedback.
- [4] Buttons are made fancy as per the theme of the game after getting feedback from the tutor (Nectar Costadopoulos)
- [5] Keyboard interaction is added to final game after getting feedback from one of the users.
- [6] Scoreboard is added and placed at appropriate place to final game after getting feedback from one of the users
- [7] Moving snowman is added to home page to make the home page more attractive
- [8] Credit Page is added to final game after getting feedback from the tutor (Nectar Costadopoulos)
- [9] Help page is added and structured well after getting feedback from one of the users and Tutor as well.

2.4 Media

URL and description for all the media used are given below:

| Image name or description | Resource address/URL |
|---------------------------|---|
| Background image | https://www.gameart2d.com/winter-platformer-game-tileset.html |
| Background music | https://freesound.org/people/TheZero/sounds/331360/ |
| Character (Snowman) | https://www.gameart2d.com/winter-platformer-game-tileset.html |
| Click Sound | https://freesound.org/people/old_waveplay/sounds/399933/ |
| Cloud image for button | https://freesvg.org/snow-flake-7 |

| | |
|-----------------------|---|
| Help Button | https://www.iconfinder.com/search?q=help+button |
| Platform | https://www.gameart2d.com/winter-platformer-game-tileset.html |
| Projectile (Ice-cube) | https://www.gameart2d.com/winter-platformer-game-tileset.html |