



Figure 1 CLASH FOR CRUST Logo

Game Design Document for:

# **CLASH FOR CRUST**

Developed by: Seven Sea Studios

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# SECTION 0 - PREFACE

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This comprehensive Game Design Document has been crafted to function as the guideline for the production of our game. Within these pages, you will find a meticulously structured layout designed to offer a systematic approach to finding the information relevant to all aspects of our games design.

Every facet and decision encapsulated in this document has undergone discussion and consensus among our team, reflecting a collective effort aimed at ensuring that we maintain a cohesive direction for our project. Our commitment to a cohesive and collaborative decision-making process demonstrates the careful consideration and dedication we have invested in creating this document.

It is with a unified vision and a shared commitment to our love for video games that we have created this document, we hope you enjoy reading it as much as we “enjoyed” making it.

# SECTION 1 - INTRODUCTION

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## 1.1 - GAME OVERVIEW:

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The arrival of the Carnival (Refer to figure 2) brings lots of food and fun and the Crazy Gulls are here to indulge in it all. But what every Crazy Gull truly wants is the delicious, crispy, fattening Golden Crust and they will fight whoever gets in their way just to get a taste of its savory flavor... Clash for Crust will let players witness and participate in this chaotic, hectic, and epic battle for the Golden Crust and to find out who will be crowned Top Gull.

In Clash for Crust, players will take control of a Crazy Gull and will fight each other for control of the Golden Crust and to battle for the honor of becoming Top Gull. Players will need to take control of the Golden Crust or collect French Fries that spawn around the map to gain points (Calorie Count). While doing this, players will be aiming and shooting power-up attacks at each other from the various power-ups available and using their innate abilities to fight with other Crazy Gulls. The map will also have various areas to hide from other players' attacks using cover. Players will need to strike a balance between offense and defense to win, with the player with the highest Calorie Count at the end of the match being deemed the winner.

Clash for Crust will be a 2-4 player party brawler game where players take control of the Crazy Gulls as they fight over food. Clash for Crust has an emphasis on silly aesthetics, melee and ranged combat with power-ups, and couch PVP gameplay.

Clash for Crust will feature several playable Crazy Gulls with multiple attacks the player can perform, some by default. In addition to these default attacks there will be special attacks performable after collecting power-ups. The intention of these attacks being to knock the Golden Crust out of the possession of other players and obtain it for yourself, allowing the player to gain points but will become unable to attack. As a result, that player will now need to be on the defensive to keep the Crust for as long as possible.



Figure 2 Carnival Gameplay

## 1.2 - CHARACTER OVERVIEW:

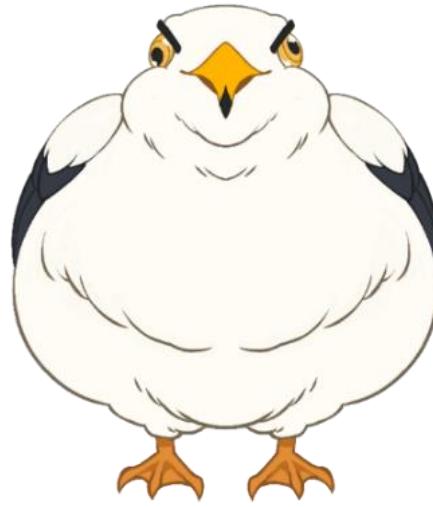


Figure 3 Crazy Gull

Enter the Crazy Gull as seen in Figure 3, the main player character of Clash for Crust, these Crazy Gulls are fat and floppy, while they can flap their wings, due to their weight they cannot fly. They waddle and flap around when they walk around the field to get to the food scattered around, playing as the Crazy Gull will have you spinning, smashing, and shooting your own poop, Crazy Gulls can also pick up various power-ups to increase their lethality.

These Gulls are not only Crazy, but they are also stylish, in the pre-game menu as seen in Figure 4 players can customize their Crazy Gull with different skins and hats to make your gull your own and to help differentiate each player from one another.



Figure 4 Crazy Gull Customization UI

## 1.3 - LOCATIONS OVERVIEW:

### 1.3.1 - CARNIVAL:

The Carnival as seen in Figure 5 is one of the areas where the fights will take place, this is an open area of a carnival fair ground with trash cans, carnival games, a popcorn machine, and a rollercoaster overhead, these objects will drop the Power Ups for the players to use, this map also features obstacles such as crates and picnic tables that players can use as cover for oncoming attacks.



Figure 5 Carnival

### 1.3.2 – BEACHFRONT BOARDWALK:

The Beachfront Boardwalk is another play area of the game, this is an area of beach and water, with a wooden boardwalk on one end, featuring rock obstacles as well as Power Ups that wash up from the sea. During the fight on this map, the tide will come in and have seek refuge at the wooden boardwalk, shrinking the playable area and concentrating the fight.



Figure 6 Beachfront Boardwalk

## SECTION 2 – GAMEPLAY

### 2.1 – START OF MATCH:

At the start of the match, each player starts in a set location on the map which will differ based on the map which we intend to keep balanced and fair for all players. The Golden Crust will spawn in the center. At this point, no power-ups will have spawned in, allowing the match to start off relaxed but get more chaotic as it goes on. After the announcer says “3, 2, 1, Clash!” the match will start, and the players will be able to move and start playing the game as the timer starts.

### 2.2 - GAME BALANCE:

Our philosophy for game balance in Clash for Crust is we want the game to be very chaotic, random, and party oriented. We want casual gamers to be able to sit down with their friends and have fun with the silly and chaotic nature of the game.

That isn't to say that we don't want skill to play a factor in the game whatsoever. We deliberately left some mechanics in the game that allow for player skill expression such as Seagull Step which allows good players to keep the Golden Crust for a longer period if they have the skill. Another skill-based mechanic is aiming the power-ups and in turn, dodging those power-ups being shot at you, whether that be using cover, their movement, or Seagull Smash to dodge.

We want players of all skill levels to be able to enjoy something about their time with Clash for Crust.

## 2.3 – SEAGULL MECHANICS

### 2.3.1 - MOVEMENT MECHANICS:

Crazy Gulls will be able to move in any cardinal directions on the ground and will not be able to fly due to their hefty girth. Players will use the left stick on the controller or the WASD keys on the keyboard to move and aim with the right stick or the mouse.

Crazy Gulls will be very loose and floppy when they waddle, adding to their comedic largeness. Below in Figure 7 you will find a representation of what this waddle will look like.



Figure 7 Seagull Waddle

### 2.3.2 - BASIC ATTACKS:

Basic attacks work within the damage system to provide simple and less radical results than powerups. Basic attacks can be used to deal stamina damage to other players. Once enough damage has been dealt to an opposing Crazy Gull that player will be stunned.

### 2.3.3 - SEAGULL SPIN:

Crazy Gulls will be able to use a melee spin attack called Seagull Spin as seen in figure 8. This attack will hit and knock back other Crazy Gulls within the range of this attack. This move will have a shorter cooldown and allow for players to have an attack while no powerup is currently active.



Figure 8 Seagull Spin

### 2.3.4 - SEAGULL SMASH:

Seagull Smash as seen in Figure 9 is an ability the player will have access to when no Power-Up has been obtained and the player currently does not have the Golden Crust. It consists of a short dash along with a belly smash against the opposing player. It will have a slightly longer cooldown than the Seagull Spin due to it being harder for the Crazy Gulls to pull off as well as for balancing reasons as it provides more utility than a Seagull Spin.

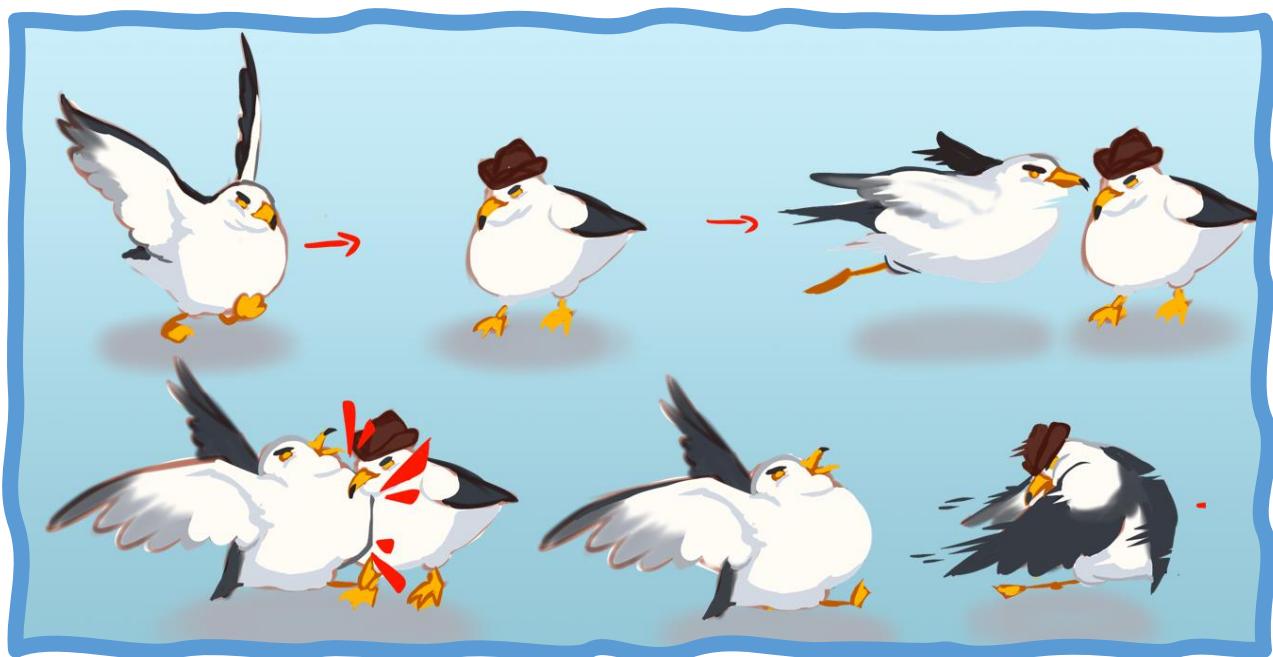


Figure 9 Seagull Smash

### 2.3.5 - SEAGULL SHOT:

Seagull Shot as seen in Figure 10 is the final innate ability that the Crazy Gulls have access to. After collecting a certain amount of French Fries, the Crazy Gull's shot meter will be filled. Upon filling the meter, it will allow them to shoot a "shot" in an area that will slow down enemy Crazy Gulls who walk over it. The shot itself will remain on the floor for a short period of time continuing to slow enemy Crazy Gulls.

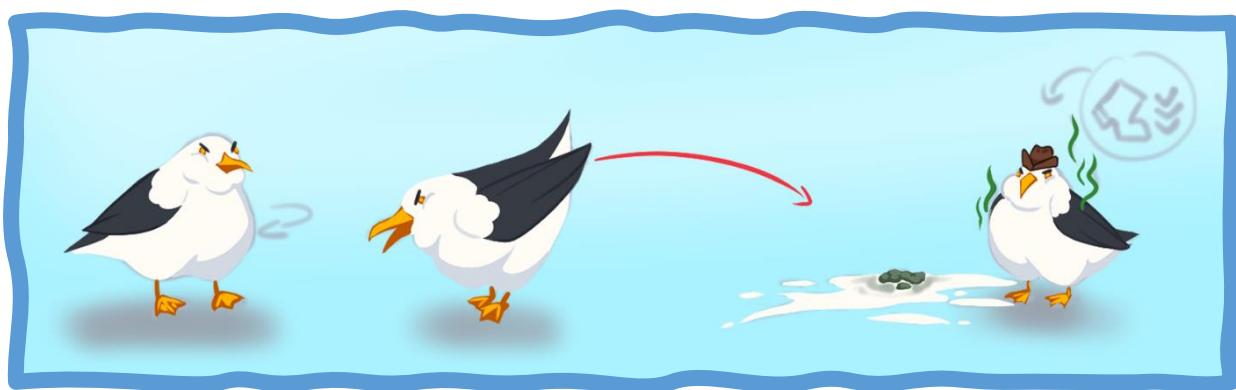


Figure 10 Seagull Shot

### 2.3.6 – STUN AND STAMINA SYSTEM:

Stamina is represented as popcorn on the player HUD as seen in Figure 11.

When a player has their entire stamina depleted, they go into a stunned state. While in a stunned state, the player cannot move, use a basic attack, pick up Power-Ups, use Power-Ups or pick up the Golden Crust.

When a player's stamina is depleted while using a basic attack or a Power-Up, the action will be cancelled, and the player will still be put into the stunned state.

While in the stunned state, the player acts as an obstacle in the environment. Projectiles will not pass through the player but instead collide with it. Other players will collide with the stunned player as if it were any other wall or obstacle in the environment.

The stunned state lasts for 5 seconds. Once the stunned state duration is over, the player's stamina is refilled to the maximum amount and all actions are now available to the player again.



Figure 11 Player HUD

## 2.4 POWER-UP MECHANICS

### 2.4.1 - POWER-UPS:

Power-Ups work within the damage system to provide different and more radical results than basic attacks. They act as temporary buffs to the player that picked them up. If a player has an active damaging Power-Up, it can be used to deal stamina damage to other players. These damaging powerups are either instant, happen over a duration, or can be used by the player at will.

The mechanics included in Power-Ups differ based on which Power-up was picked up. Only some Power-Ups fit within the damage system, as there are movement and other utility-based Power-Ups that do not deal damage. Power-Ups are the secondary way to deal stamina damage to other players but will be more powerful than the basic attacks.

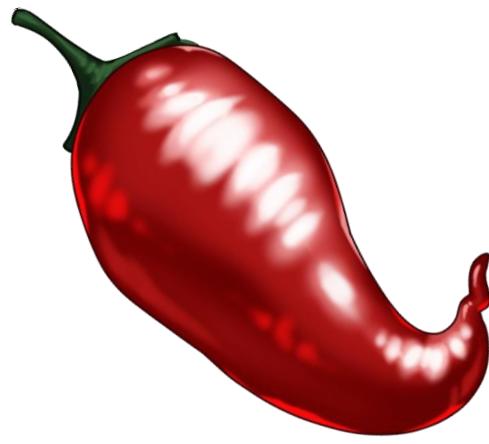
### 2.4.2 - POPCORN:

POPCORN DESCRIPTION	POPCORN CONCEPT
<p>When consumed, you can shoot individual kernels at the other players to damage them.</p> <p>The Popcorn will have a certain number of Kernels you can shoot before the Power-Up runs out.</p> <p>Damage: 1/per shot</p> <p>Shots: 3</p> <p>Knockback: Slight</p>	 <p>Figure 12 Popcorn Power-Up</p>

### 2.4.3 - FIREWORKS:

FIREWORKS DESCRIPTION	FIREWORKS CONCEPT
<p>When picked up, the player can use the firework to launch themselves across the map in a straight horizontal line. The firework Power-Up ends with a small explosion that knocks back any Crazy Gulls near the player.</p> <p>Damage: Instant KO</p> <p>Duration: Goes until it hits a wall or Crazy Gull</p> <p>Knockback: Huge</p>	 <p>Figure 13 Firework Power-Up</p>

### 2.4.4 - CHILI PEPPER:

CHILI PEPPER DESCRIPTION	CHILI PEPPER CONCEPT
<p>Upon picking up the Chili Pepper Power-Up, the player will enter the “Chili Pepper State” for a 5-second duration. While in this state, the player has access to a fire breath ability that deals stamina damage over time to other players that are within its range. The fire breath shoots out from the Crazy Gull's mouth and spreads onto the ground in front of the player. The fire breath's spread angle is 145 degrees.</p> <p>Damage: 1/per damage tick</p> <p>Duration: 5 seconds</p> <p>Knockback: Small</p>	 <p>Figure 14 Chili Pepper Power-Up</p>

## 2.4.5 - DONUT:

DONUT DESCRIPTION	DONUT CONCEPT
<p>Upon picking up the Donut, the player gains a new donut ability, this ability will have a donut graphic tooltip, and remain if the player keeps the donut. When the player uses the ability a donut projectile will be fired from the players location, in the direction of the Crazy Gull's mouth, the donut projectile will roll from its starting location until it hits a wall, if the donut collides with any other player, it will do stamina damage and apply a large knockback.</p> <p>Damage: 2 Duration: Rolls until it hits a wall or player Knockback: Large</p>	 <p>Figure 15 Donut Power-Up</p>

## 2.4.6 - SPAWN MECHANICS:

Power-ups will spawn into the map by being thrown in from offscreen at a parabolic arc. Where they land and when and where they're thrown is completely random, however they will not start spawning until 10 seconds have elapsed within the match. The players will be able to tell its spawning in through a sound queue and will be able to tell the general area of where it lands by the line effect. If players have the rule setting turned off, Power-Ups will not spawn.

## 2.5 – GOLDEN CRUST AND FRENCH FRY SCORING

### 2.5.1 – FRENCH FRY SCORING:

Throughout the match individual French Fries will randomly spawn in a similar manner to Power-Ups, players can then rush to that French Fry to consume it as seen in Figure 16, upon consumption the player will be awarded with one Calorie Count point.

Players can collect as many fries as they want, this will fill up their Seagull Shot meter, when enough fries have been consumed, they will gain access to the Seagull Shot ability.



Figure 16 Crazy Gull Eating Fries

## 2.5.2 – CRUST SCORING:

Holding onto the Golden Crust as seen in Figure 17 causes the player to start gaining points over time, the player is awarded “X” amount of points every 5 seconds. As time elapses during the match, the number of points awarded for holding the crust will increase exponentially, this is to allow players closer to the end of the match who are behind in Calorie Count to have a chance to catch up.

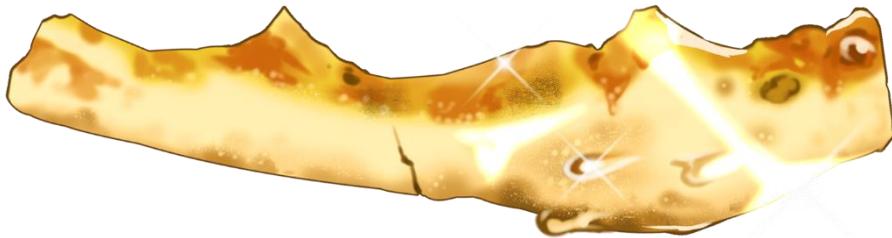


Figure 17 Golden Crust

## 2.5.3 – INITIAL TAKING OF THE CRUST:

When the match starts, the Golden Crust will spawn in the center of the map, players will race to the center to grab the Crust, when a player comes within the collider of the Crust, they will pick it up and will now be carrying the Crust and enter Crust Mode. From here, the Golden Crust will be at its lowest value and increase in Calorie Count value over the course of the match.

## 2.5.4 - CRUST HOLDING PENALTY:

When the player holds the Golden Crust as seen in Figure 18, they enter Crust Mode where they are subject to an array of penalties. There is a movement penalty where they will move slower which will allow other players to catch up to them much easier, and a prevention from using Power-Ups due to the Crazy Gull's mouth being occupied with the Golden Crust. The player holding it will no longer be able to make use of the Power-Ups spawning around the map, except for the Fireworks as they don't have to be eaten before being used. This and Seagull Step are the only ways Crazy Gull's have to play defense while in Crust Mode.



Figure 18 Crazy Gull Eating Golden Crust

## 2.5.6 - SEAGULL STEP:

While a Crazy Gull is in Crust Mode they will lose access to all their attacks, however in exchange they gain access to the Seagull Step ability; a short cooldown dodge move that will allow said player to dodge enemy abilities and allows for some level of skill expression in terms of defending the Crust. The goal of this is to allow players to have something to do while holding the Golden Crust other than pure movement and add some decision making to Crust Mode.

### 2.5.7 - DROPPING THE CRUST:

If the Crazy Gull currently holding the Golden Crust is hit by another player, either with a Power-Up or one of their basic attacks, the Golden Crust will fly out of their mouth in an arc as seen in Figure 19 and land back on the map somewhere close by in a random location.



Figure 19 Crazy Gull Dropping the Golden Crust

### 2.5.8 - STEALING THE CRUST:

The general gameplay loop with the Golden Crust is that a Crazy Gull will pick it up and slowly start earning Calorie Count just for holding it, and while this is happening the other players can try to attack them with Power-Ups or their basic attacks in attempt to knock it out of them. The player with the Golden Crust cannot attack and will move slower to make it easier for them to be hit, however they will get access to the Seagull Step move so that they still have a chance to keep the Golden Crust if they're skilled enough. If the Crazy Gull with the Golden Crust is successfully hit, the Golden Crust will land on the map nearby giving all other players a chance to pick it up and start earning Calorie Count for themselves.

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## 2.6 - END GAME AWARD POINTS

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### 2.6.1 - END OF THE MATCH:

When the timer runs out and the match ends, the Announcer declares the end of the match. Players are then taken to the end of match screen as seen in Figure 20, where scoring will take place and awards will be given.



Figure 20 Award Screen

## 2.6.2 - SCORING:

At the end of the game, the player with the highest Calorie Count from collecting French Fries and taking control of the Golden Crust will be crowned Top Gull. However, if players have the Awards Ceremony option enabled before the match starts, an awards ceremony will take place before the winner is crowned. The awards ceremony will award bonus Calorie Count to players based on who achieved certain parameters during the match. 3 of these will be chosen randomly from a larger list of awards and each award will have its own Calorie Count value that will be added to the winning player's Calorie Count. Players can choose whether or not they would like to enable this feature before the match begins.



Figure 21 Winner Screen Concept

## 2.6.3 - AWARDS:

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The awards ceremony will take place after the match is finished if players have it enabled. 3 awards will be chosen from the pool of awards to be given out randomly to players who achieved the requirements. The following list will explain what each award is and how much Calorie Count will be awarded to the player that won the award.

Name:	Description:	Value:
Seagull Slayer	Most knockouts dealt to enemy Crazy Gulls	10
French Connection	Most French Fries eaten	20
Power Hungry	Most power-ups used	15
Seeing Stars	Player who was knocked out the most times	10
Golden Gull	Player who had the Golden Crust the longest	5
Hot-Headed	Player who collected the most Chili Peppers	10
Pyromaniac	Player who dealt the most fire damage	15
The Kernel	Player who collected the most Popcorn	10
Pyrotechnics	Player who used the Firework Power-up the most	10
Drowning in Dough	Player who collected the most Donuts	10
Spin to Win	Player who hit the most Seagull Spins	15
Seagull Smasher	Player who hit the most Seagull Smashes	15
Manure Marksman	Player who used the Seagull Shot the most	15
Schmoovin'	Player who moved the most in the match	5
Schmoovless	Player who moved the least in the match	2
Pity Party	Player with the least number of points receives this	10
Pacifist	Player who dealt the least amount of damage	5

Table 1 Awards Table

## SECTION 4 – ART

### 4.1 - SEAGULLS

#### 4.1.1 - CRAZY GULL DESIGN:

The Crazy Gulls will be floppy, rotund, and crazy in design as seen in Figure 22. This will be reflected through the silly art style, animations and sounds in the game. They will also have two different ways for the player to customize their Crazy Gull, head customization is a collection of hats and head accessories and the base design for the Crazy Gull's appearance.



Figure 22 Crazy Gull Concept

#### 4.1.2 - CHARACTER CUSTOMIZATION:

Crazy Gulls will be customizable before a match starts. The players will be able to select a skin and a hat for the Crazy Gull to wear. This will give players a sense of personality on the battlefield and allow for easier recognition of who their player is. This will all be done in the Crazy Gull customization menu as seen in Figure 23.



Figure 23 Crazy Gull Customization Menu

## 4.2 – ANIMATIONS

### 4.2.1 - IDLE:

The Crazy Gulls will have a base idle state of them bobbing up and down with their wings to the side occasionally grooming themselves as seen in Figure 24. However periodically they will peck the ground or flap their wings aggressively. This idle animation will also be used in the character customization screen.



Figure 24 Crazy Gull Idle Animation

## 4.2.2 - WADDLING:

The Crazy Gulls will waddle as they walk around. They will bob up and down, causing their bellies to bounce. Their wings will be angled slightly outwards and flap slightly, to reinforce their excitement over food. A concept illustration of this waddling movement can be seen in Figure 25.



Figure 25 Crazy Gull Waddle Animation

## 4.2.3 - SEAGULL SPIN ANIMATION:

When the attack starts the Crazy Gull will wind up by twisting its body in the opposite direction then quickly spin in the opposite direction, while moving forward in the direction the head is pointing. Upon impact with another Crazy Gull will result in the attack to end, the Crazy Gull will stumble before striking a short victory pose as seen in Figure 26. If the attack does not hit another Crazy Gull, it will continue for approximately 2 seconds before the attacking Crazy Gull stumbles and returns to rest.

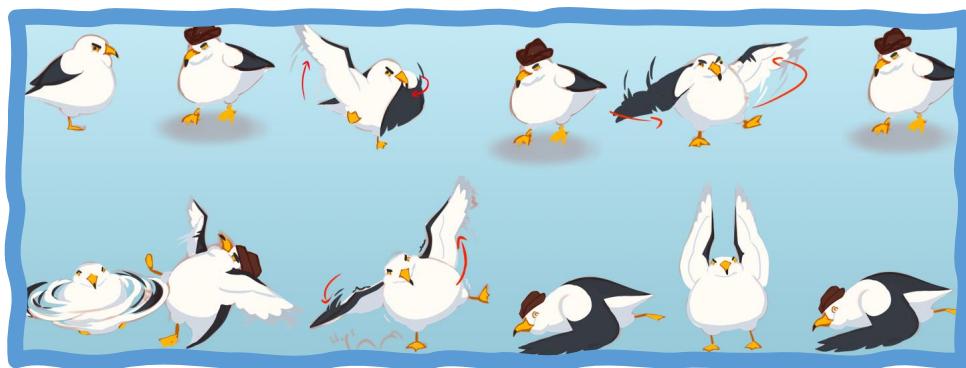


Figure 26 Seagull Spin Animation

#### 4.2.4 - SEAGULL SMASH ANIMATION:

Upon the start of Seagull Smash animation, the Crazy Gull will spread its wing flapping and propelling the attacking Crazy Gull forward. The Crazy gull will be floating off the ground for the duration of the dash forward as seen in Figure 27. The Crazy Gull will thrust their belly forward and flap their wings forward landing on their feet and returning to idle.

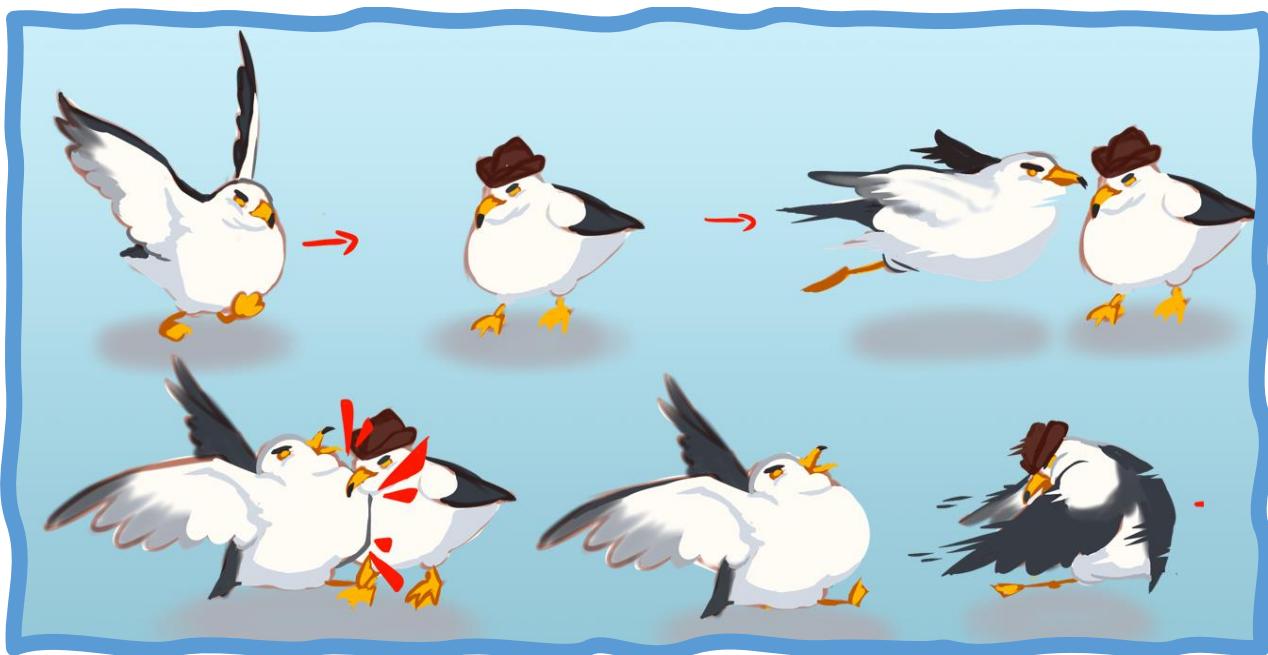


Figure 27 Seagull Smash Animation

#### 4.2.5 - SEAGULL SHOT ANIMATION:

After the Crazy Gull has filled their shot gauge they will turn around, point their bottom in the air and shoot their poop in the direction that the player has set as the target as seen in Figure 28. When other Crazy gulls are within the AOE (area of effect) of the seagull shot they will move at 0.75% of the original speed, they will also show a particle stink effect.



Figure 28 Seagull Shot Animation

#### 4.2.6 - POPCORN POWER-UP ANIMATION:

After the Crazy Gull collects the popcorn the Crazy Gull will be seen throwing popcorn up and then catching the kernels in its mouth, it then leans forward and begins to shoot the kernels out of its mouth in the direction the Crazy Gull is facing as seen in Figure 29. While the Crazy Gull is shooting the kernels their head will bob up and down slightly giving the appearance of recoil.

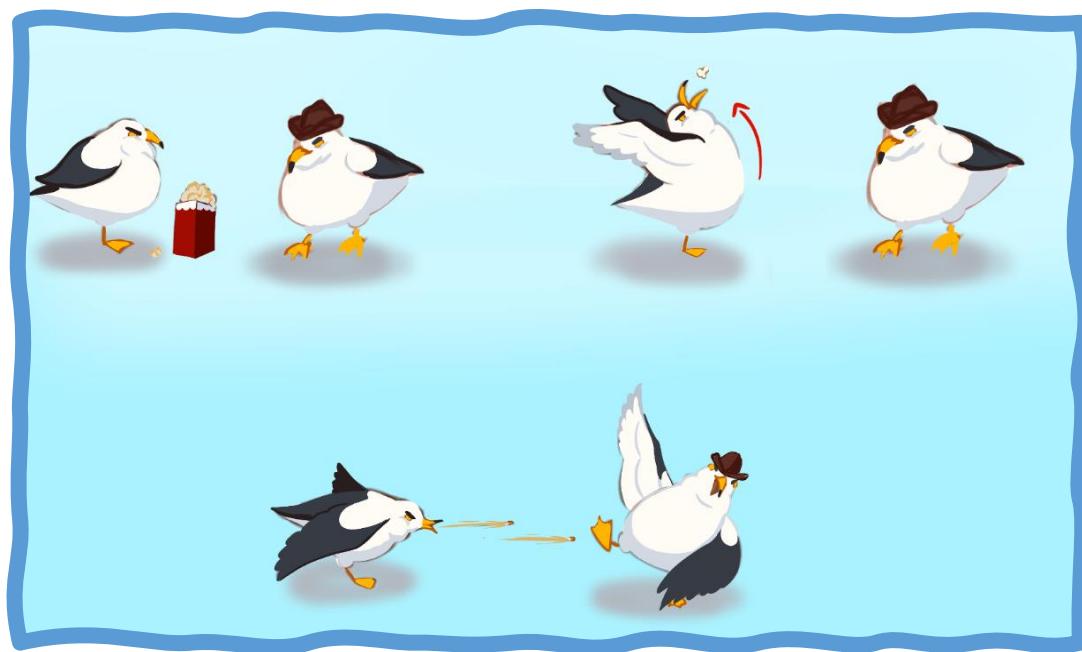


Figure 29 Popcorn Power-Up Animation

#### 4.2.7 - PEPPER POWER-UP ANIMATION:

After the Crazy Gull eats the pepper as seen in Figure 30, the Crazy Gull will begin to breathe fire out of its mouth. The wings will be open wide flapping and the head will lean forward slightly.



Figure 30 Chili Pepper Power-Up Animation

#### 4.2.8 - DONUT POWER-UP ANIMATION:

After the Crazy Gull gets the donut powerup the Crazy Gull will swallow it throw its head back, then move its head forward almost as if it is creating momentum, the Crazy Gull will then spit out the Donut forcing it to roll across the map as seen in Figure 31.



Figure 31 Donut Poer-Up Animation

#### 4.2.9 - FIREWORK POWER-UP ANIMATION:

After the Crazy Gull walks into the fire work it attaches to the back of the Crazy Gull and the fuse lights, after a short time the fire work will go flying in the direction the player sets with a sparkler effect behind them as seen in Figure 32. Once they hit the other side of the map or any obstacle the fire work will explode in a colorful firework design. The firework explosion will push back and damage all Crazy Gulls within the explosion radius.

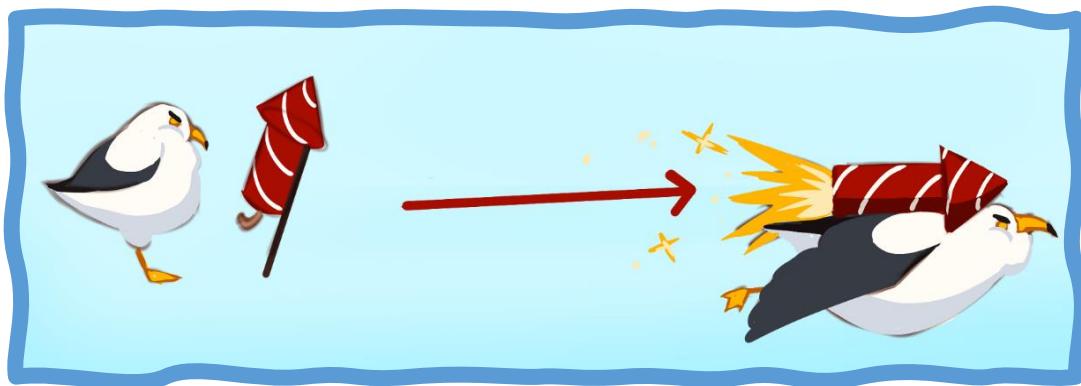


Figure 32 Firework Power-Up Animation

## 4.3 – ENVIRONMENTS

### 4.3.1 - CARNIVAL DESCRIPTION:

The carnival as seen in Figure 33, will feature various objects around the play area. Most of the surrounding objects are for decoration, except for a few key ones that can spawn food Power-Ups. These include the trash can, the popcorn machine, and a roller coaster car that will drive by.



Figure 33 Carnival Concep

### 4.3.2 - OBSTACLES:

Obstacles will be randomly spawned into the play area. These obstacles will prevent the player from hitting enemies that are behind them with Power-Ups. The obstacles will be crates and picnic tables. Players should use these obstacles to their advantage to hide behind when other players try to use power-ups against them. The random placement of the obstacles will allow for the match to feel slightly different every play session.

### 4.3.3 - BEACHFRONT BOARDWALK DESCRIPTION :

The Beachfront Boardwalk as seen in Figure 34, is another map in Clash for Crust. The map consists of a sandy beach that stretches to the ocean as well as a wooden boardwalk on one side, the beach is a large play area which will have rocks and seashells as obstacles. The boardwalk is a smaller area which does not contain obstacles but is key for the map progression. Power-Ups will not drop in as they do in the carnival map, instead they will “wash up” on shore, spawning from the ocean and drifting to the play area for players to grab.



Figure 34 Beachfront Boardwalk Low Tide Concept

#### 4.3.4 - HIGH TIDE MECHANIC:

The high-tide mechanic as seen in Figure 35, is the dynamic aspect of the Beachfront Boardwalk, where at intervals through the game the tide will come in, forcing players to scurry to the boardwalk lest they get stuck in the water, if a Crazy Gull should find themselves caught in the sea they will be instantly stunned and pushed back onto the play area as seagulls of this size have trouble swimming. Once the tide comes in the player area will shrink only to the boardwalk, creating a concentrated fighting zone and increasing the overall chaos of the fights.



Figure 35 Beachfront Boardwalk High Tide Concept

# SECTION 5 – UI & MENUS

## 5.1 – MENU FLOW:

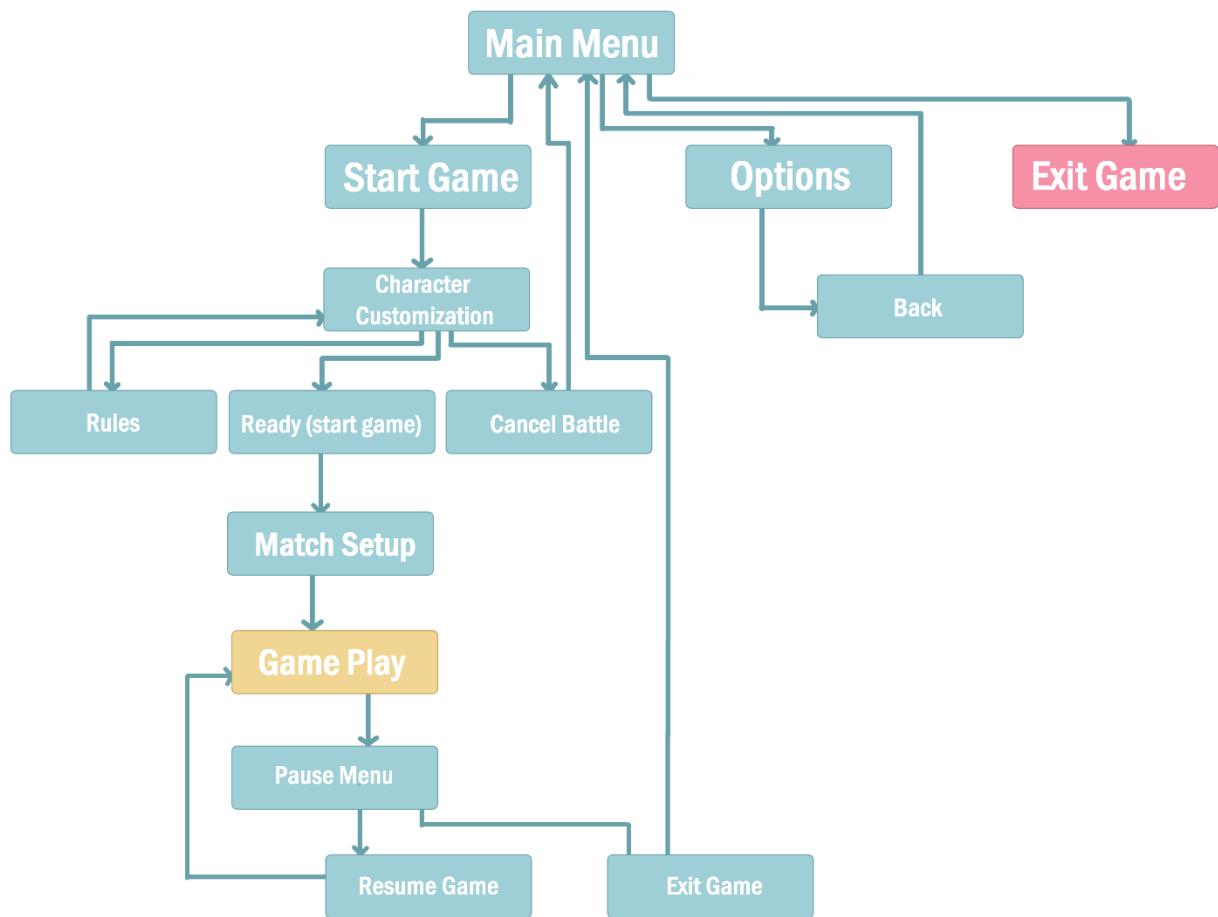


Figure 36 Menu Flow Chart

## 5.2 - UI COLOUR PALETTE:

This colour palette represents the colours chosen and used across our menus, this will ensure that any artists tasked with making other menus will be able to colour match their UI elements to match the look and feel of the colour scheme.



Figure 37 UI Colour Palette

### 5.3 - MAIN MENU:



Figure 38 Main Menu UI Concept

UI Component:	Type:	Description:
Start	Button	Starts the game and transitions to the character selection menu.
Options	Button	will take you over to the options settings where the players can adjust the different volume levels, visual restrictions (turn off particles) and more.
Exit Button	Button	Will exit the game.
CLASH FOR CRUST Logo	UI Image	Game logo with border placed at the center of the screen
Carnival tent arch	UI Image	Carnival tent arch placed to create some interest around the border of the screen

Table 2 Main Menu UI Components

## 5.4 - SETTINGS MENU:



Figure 39 Settings Menu UI Concept

UI Component:	Component Type:	Description:
Master Volume	Slider	Adjusts all volume in the game.
Music Volume	Slider	Adjusts music volume, including in menus as well as in game.
Sound Effects	Slider	Adjusts all sound effects in the game.
Particles Toggle	Toggle	Turn particles on and off.
Extras	Can be anything we need it to be	Extra button to demonstrate where and how we can add another button should we require it.
Options Banner	Image	Options Banner placed on top of all other UI elements.

Table 3 Settings UI Components

## 5.5 - RULES MENU:



Figure 40 Rules Menu UI Concept

UI Component:	Component Type:	Description:
Rule Header	UI Text	Will have the rule name written in its place
Rule Description	UI Text	Will describe and explain the rule

Table 4 Rules Menu UI Components

## 5.6 - MATCH SETTINGS MENU:



Figure 41 Match Settings Menu UI Concept

UI Component:	Type:	Description:
Match Settings Banner	Image	Image that displays the title "Match Settings"
Match Duration Slider	UI Slider	Controls the match duration value
Golden Crust	UI Dropdown	Drop down menu to select the value of the Golden Crust while holding it
Powerup Toggle	UI Toggle	Toggle to turn on or off Power-Ups
Spawn Rate	UI Text	Shows the current spawn rate of items
Spawn Rate Slider	UI Slider	Controls the spawn rate value
Carnival Image	UI Image	Chooses the carnival map when clicked
Beachfront Image	UI Image	Chooses the beachfront map when clicked
Back	UI Button	Goes back to the Player Selection Screen when clicked

Table 5 Match Settings UI Components

## 5.7 - PLAYER CUSTOMIZATION MENU:



Figure 42 Crazy Gull Customization UI Concept

UI Component:	Type:	Description:
Style your Crazy Gull Banner	Image	Image that displays the title "Style your Crazy Gull"
Player Banner	UI Text	Will display the player number
Hat scroll menu	UI Images	Will display the currently selected hat
Skin scroll menu	UI Images	5 popcorn icons for each player representing stamina
Flag banner	UI Image	A banner of flags at the top of the screen to add interest
Striped banner poles	UI Image	Two striped banner poles placed at either side of the screen to add interest

Table 6 Player Customization UI Components

## 5.8 - IN GAME HUD



Figure 43 In Game HUD Concept

UI Component:	Type:	Description:
Timer Background	Image	Provides a background for the timer to be placed on top of
Timer	UI Text	Will display the amount of time left in the match
Player Statistics Background	Image	Will be one of four colours and will be used as the background in one of the four corners to overlay the rest of the player stats onto
Popcorn Icons	UI Images	5 popcorn icons for each player representing stamina
Seagull shot meter	UI Image	White Seagull Shot meter fills up over time as you eat fries
Player Indicator Circle	UI Image	A circle with the players colour will be placed underneath their Crazy Gull

Table 7 In Game HUD UI Components

## 5.9 - PAUSE MENU:



Figure 44 Pause Menu Concept

UI Component:	Type:	Description:
Resume Game	Button	Will resume the game at the same state it was paused at.
Exit	Button	Will exit the match and return the game back to the menu.
Admit One Banner	UI Image	Wraps around the screen to add interest
Freeze Drop In Sign	UI Image	Drops in from above when the game is paused

Table 8 Pause Menu UI Components

## 5.10 - GAME DONE MENU:



Figure 45 Game Done Screen Concept

<b>UI Component:</b>	<b>Type:</b>	<b>Description:</b>
Winner Banner	UI Image	Will display the word “WINNER”
Curtain	UI Image	Will outline the border of both sides and the top

Table 9 Game Done Menu UI Component

## SECTION 6 – AUDIO

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### 6.1 - CARNIVAL MUSIC:

The carnival music in the game will have an upbeat and noisy feel to it. All the current existing themes in the game will be represented in the music. Chaos and colorfulness are the two major themes the music will aim towards. The genre of music will be like fusion jazz and a mix of other jazz influences.

### 6.2 - BEACHFRONT BOARDWALK MUSIC:

The beachfront boardwalk music will have similar themes to what the carnival music has. To maintain consistency, some sounds and instruments used in the carnival theme will be reused here. There will be new sounds introduced in this music piece that still use the themes and genres in the carnival music but provide a variation of sound to the music to keep the same feel.

### 6.3 - POWER-UP SPAWN AUDIO CUE:

To help ensure that players don't miss Power-Ups amongst the chaos, a small audio cue will be played when a Power-Up spawns on the map, this sound will be a cartoony falling swoosh sound, which should be unique enough to be noticeable among other sounds.

## 6.4 - ANNOUNCER PURPOSE:

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The purpose of the announcer is to add more life and sound to our game and enhance the player fun factor by making players feel like the game is taking notice of their actions. This will be done by having the announcer make specific comments about stuff that is going on in the game at certain times. For example, if a player knocks out another player the announcer might say “Player 4 is seeing stars!” or if a player gets the Pepper Power-Up the announcer might say “Looks like things are heating up!”.

## 6.5 - ANNOUNCER CUES AND LINES:

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<b>Announcer Line:</b>	<b>When/How it occurs:</b>
“Clash for Crust!”	When players boot up the game.
“Let’s get this Clash started!”	After all players have selected their hats and skins.
“3, 2, 1... Clash!”	At the beginning of the match.
“Looks like things are heating up!”	Chance to occur when a player picks up the Pepper.
“Hurts donut?”	Chance to occur when a player uses the Donut.
“Lookin’ like the 4 <sup>th</sup> of July!”	Chance to occur when a player uses the Fireworks.
“*Machine gun sounds*”	Chance to occur when a player uses the Popcorn.
“Uh oh, stinky!”	Chance to occur when someone uses Seagull Shot.
“SMASH!!!”	Chance to occur when someone hits Seagull Smash.
“FREEZE!”	Plays when someone pauses.
“UNFREEZE!”	Plays when someone unpauses.

“DOUBLE STUN!”	Plays when someone stuns two Crazy Gulls at once.
“TRIPLE STUN!”	Occurs if you knock out 3 other Crazy Gulls at once.
“Player is down for the count!”	Plays when a player gets stunned.
“Oooohh burnnnnn”	Chance to play when someone gets knocked out by fire.
“High tide incoming!”	Plays on the Boardwalk map when the tide is coming up.
“That’s gotta hurt!”	Chance to play when someone gets knocked out.
“Time is running out!”	Plays when the game is close to ending.
“Player Wins!”	After a winner has been determined.
“Here are the awards!”	Plays at the beginning of the awards ceremony.
Every award name	Each award has a name and we will need a voice line of every award.

Table 10 Announcer Cues and Lines

## SECTION 7 – CONTROL SCHEME



Figure 46 Control Map Layout

## SECTION 8 – ASSET LISTS

### 8.1 - CHARACTERS:

Character Model:	Texture:	Description:
Crazy Gull	Classic Seagull	Classic White seagull with grey wings with a bright orange beak and feet.
	Grey Seagull	Most of the seagull's body is grey with only the top of the head being white. Beak and feet are black
	Spotted Seagull	The body is covered in a spotted pattern dark brown pattern. The beak and feet are light pink, but the tip of the beak is black.
	Rave Seagull	A classic seagull that has an RGB colour pattern overlayed on top of its default skin

Table 11 Character Assets

### 8.2 - CHARACTER CUSTOMIZATION:

Customization Type:	Asset Names:	Description:
Head Customization	Cowboy Hat	Classic light brown cowboy hat with a dark brown band
	Bottle Cap	A bright red metal bottle cap with the word 'CONK' on the top. Underside of the bottle cap is silver
	Eye Patch	A dark blue leather eyepatch with a white 'X' going across it
	Straw Hat	A round straw sunhat. It has a rounded center with a red band. The brim of the hat is frayed
	Propeller Hat	Multi coloured baseball cap with a propeller on top
	Pirate Hat	Black Colonial Chapeau with a white skull painted on the right side.
	Crown	Gold crown with 6 spikes, 3 Large jewels 3 small jewels decorate its side

Table 12 Character Customization Assets

### 8.3 - POWER-UPS:

Pickup Name:	Description:
Pepper	A red pepper that will allow for a short ranged fire breath.
Firework	A red and white firework that will shoot the player in a direction.
Donut	A big donut with sprinkles and pink frosting
Popcorn	A red & white popcorn bag that allows fast long-distance projectiles

Table 13 Power-Up Assets

### 8.4 - ANIMATIONS:

Character:	Description:
Seagull Smash Animation	Seagull dashes forward and throws its wings back
Seagull Spin Animation	Seagull spins rapidly with its wings curved to match rotation
Seagull Shot Animation	Seagull stops and poops on the spot
Popcorn Power-Up Animation	Seagull head bobs in line with each kernel fired to look like recoil
Pepper Power-Up Animation	Seagull opens mouth to release a cone of flames
Donut Power-Up Animation	Seagull moves head back then forwards to spit out donut
Firework Power-Up Animation	Attaches to seagull, causing it to shoot in a direction, leaving a trail of sparks behind, before exploding upon hitting something
Walk Animation	Bouncy waddle with wings flapping
Idle Animation	Bobs in anticipation
Taunt Animation	Seagull squawks into the air
Hit Animation	Seagull recoils backwards, before returning to idle
Stunned Animation	Seagull is dazed and stuck in place

Table 14 Animation Assets

## 8.5 - CARNIVAL ENVIRONMENT:

Asset Name:	Description:
Balloons	Colorful orbs on strings
Carnival Tent	Square tents with a pointed top, will be either red and white or blue and white
Colourful Poles	A pole with a colorful spiral that spans the whole height
Flags	Colorful triangles to be hanging over the play area in the foreground
Popcorn machine	Square box with wheels with popcorn inside glass section
Skeeball machine	Red & yellow skeeball machine, box with ramp and holes
Roller coaster	Train tracks with a coaster car that will occasionally go by
Hot dog stand	Stand with a large hotdog icon on it and a small umbrella overtop
Garbage Can	Cylinder with dome on top with hole in it
Picnic Table	Standard wooden picnic table
Ground	Grassy ground with a few dirt patches

Table 15 Carnival Environment Assets

## 8.6 - BEACHFRONT BOARDWALK ENVIRONMENT:

Asset Name:	Description:
Boardwalk Planks	Large flat surface that the players will walk on
Beach	Beige surface connected to Boardwalk
Rocks	Grey non-destructible obstacles on beach
Waves	Blue waves that will cover beach and recede back periodically

Table 16 Beachfront Boardwalk Environment Assets

## 8.7 - AUDIO:

<b>Audio:</b>	<b>Description:</b>	<b>Looping (Y/N):</b>
Squawk (3 Variants)	Obnoxious seagull cries	NO
Wing Flapping	Fast flaps	NO
Gagging Sound	Guttural choking sounds	YES
Seagull Smash Attack	Fast dash followed by a bouncy impact	NO
Popping Popcorn Noises	Classic popcorn popping noises	YES
Skeeball Noises	Ball rolling, ball landing in a cup(?)	YES
Roller Coaster Noises	Coaster going along a track, people screaming	YES
Announcer	Old-timer narrator will comment on actions the seagulls make	NO
Carnival Music	Upbeat, playful music	YES
Background people noises	Inaudible crowd chatter	YES
Waves ambient noise	The sound of waves crashing onto the beach	
Award drum roll		NO
TADA!		NO
Curtain Squeaking open		NO

Table 17 Audio Assets

# SECTION 9 - ART COMPENDIUM

## 9.1 - COMPENDIUM BREAKDOWN:

Below you will find all the art used in the document in order of appearance any art that appears more than once in this document will also appear more than once in the Art Compendium in order to maintain legibility and ease of access when referencing a specific image.

This art is as close as possible to what we hope our final production will look like, of course that does not mean it will look exactly as the images do and potential artistic decisions can be made that may slightly affect the look of the game in respect to these images.

## 9.2 – COMPENDIUM:

Figure:	Description:	Image:
1	Logo	

Figure:	Description:	Image:
2	Gameplay Concept	

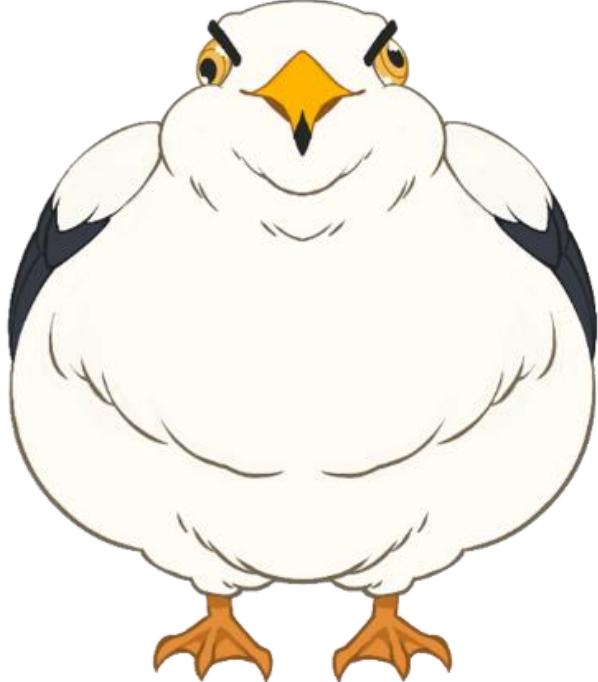
Figure:	Description:	Image:
3	Crazy Gull Concept Front	

Figure:	Description:	Image:
4	Player Selection Screen	

Figure:	Description:	Image:
5	Carnival Map Concept	 A hand-drawn style concept map for a carnival-themed arena. The map features a large, open brown ground area with several wooden crates scattered around. In the top left, there's a red booth with a yellow ramp leading up to it, surrounded by colorful balloons (red, green, blue) and streamers. To the right of the ramp is a green hill with a small blue building on top. In the top right, there's a red food stall with a yellow umbrella and some items on display. The bottom right corner shows a yellow sun-like object and some colorful geometric shapes. The bottom left corner has a blue and white striped tent or canopy. The entire map is framed by a wavy blue border.

Figure:	Description:	Image:
6	Beachfront Map Concept	 A hand-drawn style concept map for a beachfront arena. The map features a large, sandy brown area with several wooden crates scattered around. In the top right, there's a red and yellow striped tent or canopy. To the left of the tent, there's a grey trash can. The bottom left corner shows a yellow and white striped beach chair. The bottom right corner has some colorful geometric shapes. The top left corner shows a wavy blue sea with purple and blue waves. The entire map is framed by a wavy blue border.

Figure:	Description:	Image:
7	Crazy Gull Waddle Concept	

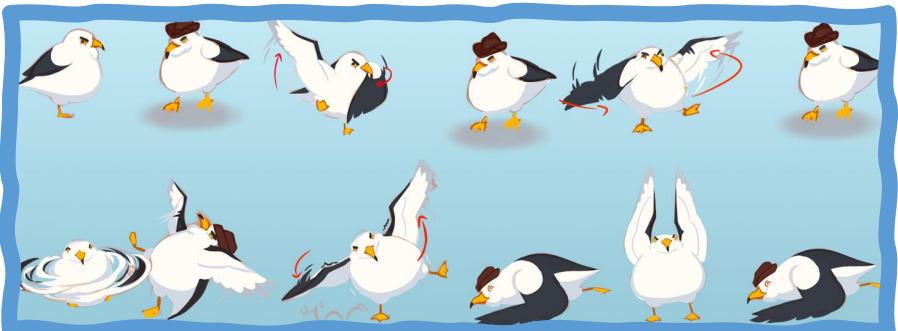
Figure:	Description:	Image:
8	Seagull Spin Concept	

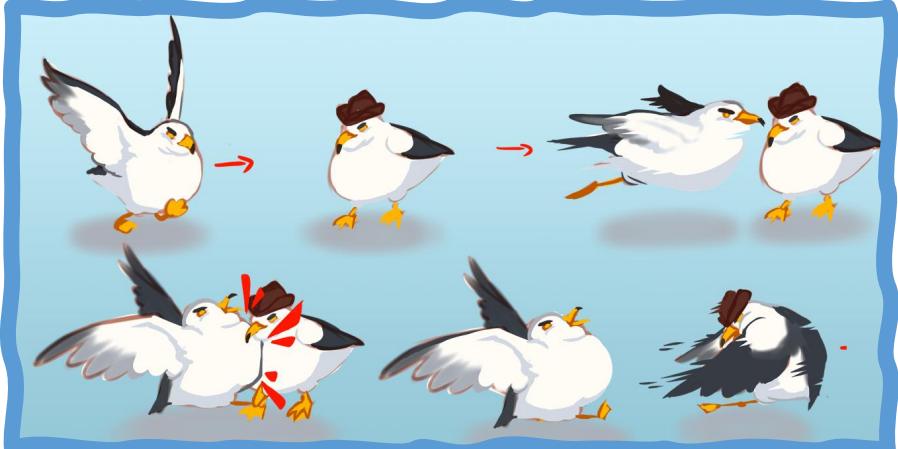
Figure:	Description:	Image:
9	Seagull Smash Concept	

Figure:	Description:	Image:
10	Seagull Shot Concept	An illustration showing three seagulls on a blue wavy background. Two seagulls on the left are facing each other, with a red curved arrow pointing from the beak of the one on the right towards the other. A third seagull on the right is standing near some seaweed, with a circular logo containing a stylized letter 'C' above it.

Figure:	Description:	Image:
11	Individual Player HUD	A curved teal and white player health bar for 'PLAYER 1'. The bar has a dark teal outline and a white center. It features five brown, crumpled paper-like health points arranged in a curve along the top. A yellow dotted line runs along the bottom edge. The text 'PLAYER 1' is written diagonally across the top of the bar.

Figure:	Description:	Image:
12	Popcorn Powerup	

Figure:	Description:	Image:
13	Fireworks Powerup	

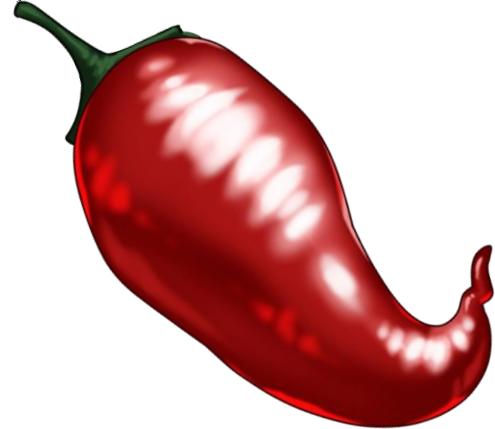
Figure:	Description:	Image:
14	Chili Pepper Powerup	

Figure:	Description:	Image:
15	Donut Powerup	

Figure:	Description:	Image:
16	Crazy Gull Eating a French Fry	

Figure:	Description:	Image:
17	Golden Crust	

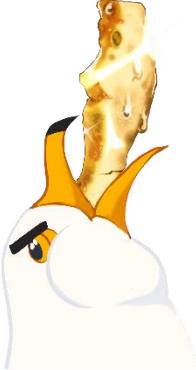
Figure:	Description:	Image:
18	Crazy Gull Eating the Golden Crust	

Figure:	Description:	Image:
19	Crazy Gull Dropping the Golden Crust	

Figure:	Description:	Image:
20	End Game Awards Screen	

Figure:	Description:	Image:
21	Crazy Gull Concept Front and Side	

Figure:	Description:	Image:
22	Player Selection Screen	

Figure:	Description:	Image:
23	Crazy Gull Idle Concept	

Figure:	Description:	Image:
24	Crazy Gull Waddle Concept	

Figure:	Description:	Image:
25	Seagull Spin Concept	

Figure:	Description:	Image:
26	Seagull Smash Concept	

Figure:	Description:	Image:
27	Seagull Shot Concept	

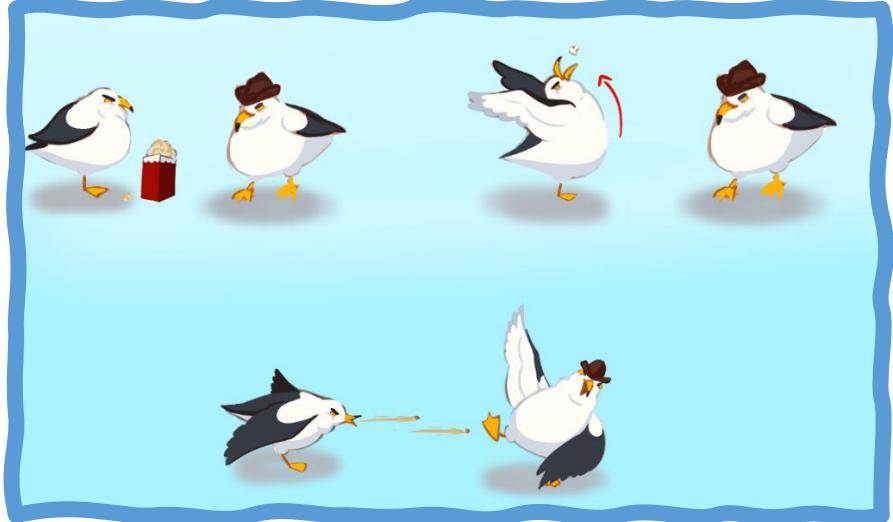
Figure:	Description:	Image:
28	Popcorn Powerup Use Concept	 A blue-bordered illustration showing four seagulls. One gull on the left stands next to a red bucket of popcorn. Another gull in the center wears a brown cowboy hat. A third gull on the right has a small yellow crown on its head. The fourth gull is shown from behind, facing the other three. Arrows indicate interactions between the gulls and the popcorn bucket.

Figure:	Description:	Image:
29	Chili Pepper Powerup Use Concept	 A blue-bordered illustration showing three seagulls. The first gull on the left is eating a red chili pepper. The second gull in the middle has a single red chili pepper on its beak. The third gull on the right is shown from behind, with a trail of fire or flames coming from its beak, indicating it has just eaten the chili pepper.

Figure:	Description:	Image:
30	Donut Powerup Use Concept	 A cartoon illustration showing three seagulls on a blue wavy background. One gull on the left is facing right, looking at a pink-frosted donut with sprinkles. Another gull in the center is facing left, also looking at the donut. A third gull on the right is facing right, looking at the same donut. Arrows indicate the direction of their gaze towards the donut.

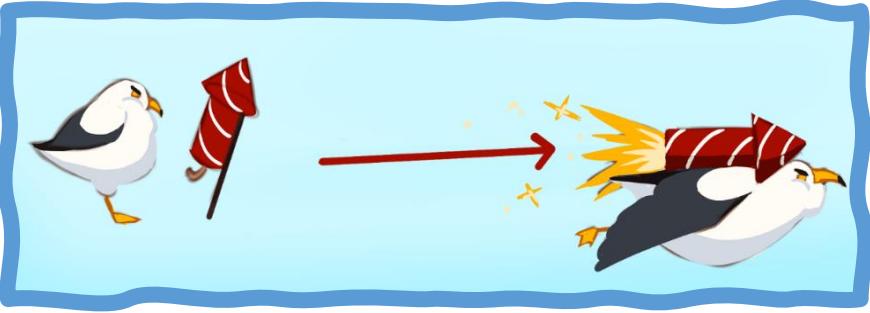
Figure:	Description:	Image:
31	Fireworks Powerup Use Concept	 A cartoon illustration showing a single seagull on a blue wavy background. The gull is standing and holding a red and white wrapped fireworks stick in its beak. A large red arrow points from the gull towards the right side of the frame, where a small explosion or burst of yellow stars is visible, indicating the launch of the fireworks.

Figure:	Description:	Image:
32	Carnival Map Concept	

Figure:	Description:	Image:
33	Beachfront Boardwalk  Map Concept  Low Tide	

Figure:	Description:	Image:
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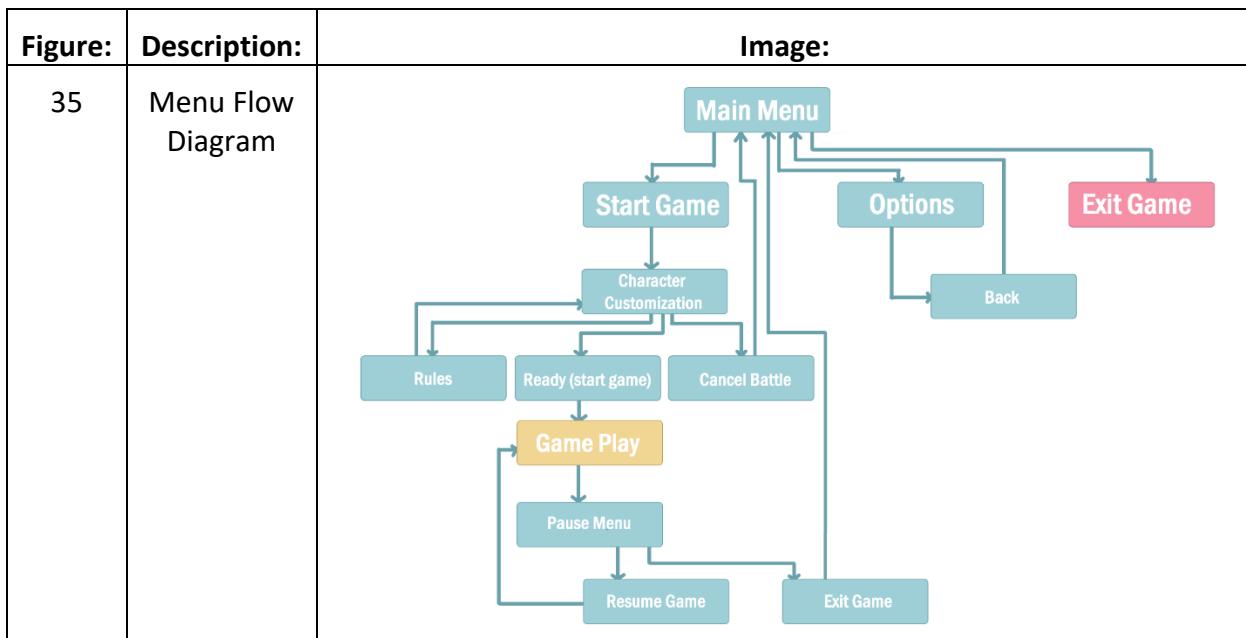
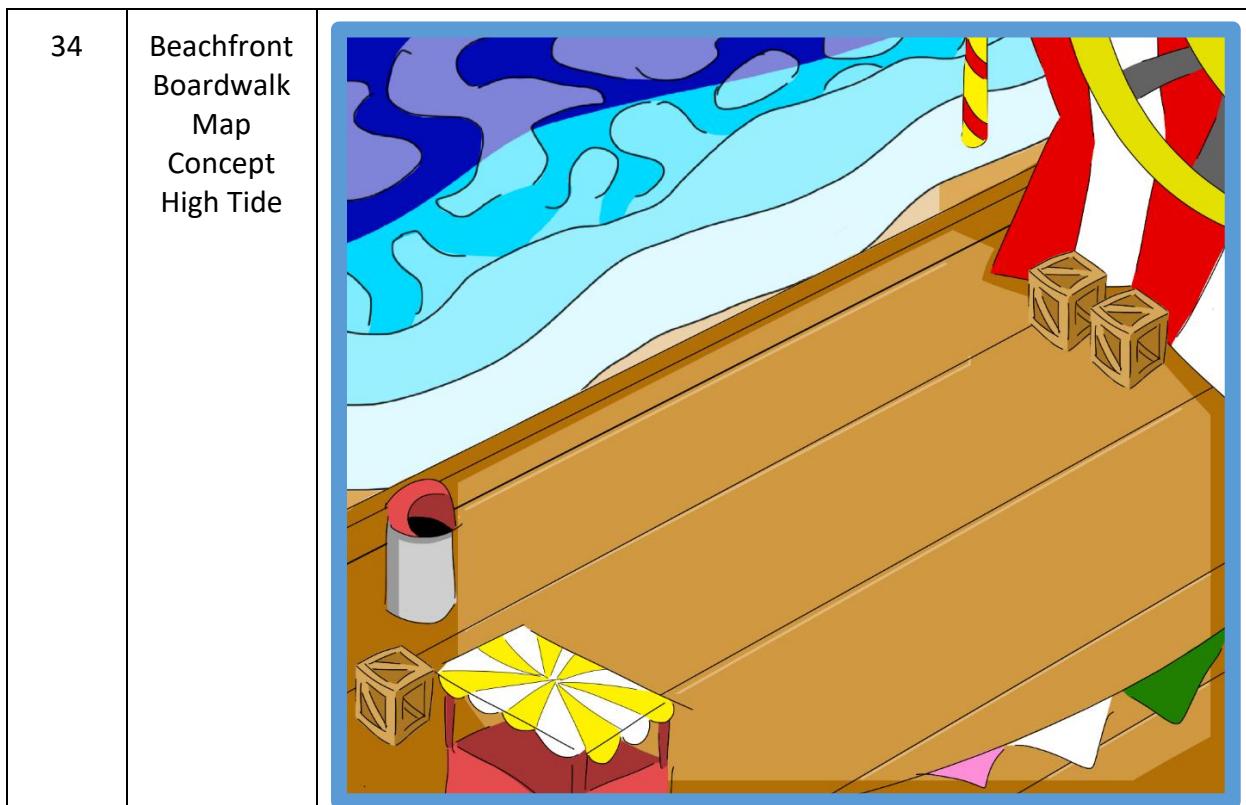


Figure:	Description:	Image:
36	UI Colour Palette Example	

Figure:	Description:	Image:
37	Main Menu Screen Concept	

Figure:	Description:	Image:
38	Settings Menu Screen Concept	

<b>Figure:</b>	<b>Description:</b>	<b>Image:</b>
39	Rules Menu Screen Concept	 <p><b>RULE 1</b> Lorem ipsum dolor sit amet, consectetur adipiscing elit. In at eros dictum, imperdiet felis vel, porta ipsum. Nunc a commodo massa.</p> <p><b>RULE 2</b> Lorem ipsum dolor sit amet, consectetur adipiscing elit. In at eros dictum, imperdiet felis vel, porta ipsum. Nunc a commodo massa.</p> <p><b>RULE 3</b> Lorem ipsum dolor sit amet, consectetur adipiscing elit. In at eros dictum, imperdiet felis vel, porta ipsum. Nunc a commodo massa.</p>

<b>Figure:</b>	<b>Description:</b>	<b>Image:</b>
40	Match Settings Menu Screen Concept	 <p><b>Match Duration</b> 5:05</p> <p><b>Golden Crust</b> 10 points</p> <p><b>Power Ups</b>  <input checked="" type="radio"/> On/Off</p> <p><b>Spawn Rate</b> 5s</p>

Figure:	Description:	Image:
41	Player Selection Screen Concept	<p>The image shows a stylized player selection screen. At the top center, the text "STYLE YOUR CRAZY GULL" is displayed above a "RULES" button. Below this, four seagulls are shown standing on colored circular platforms: blue, red, green, and purple. Each seagull has a unique appearance, such as wearing a sombrero or having colorful feathers. Below each platform is a small banner labeled "PLAYER 1", "PLAYER 2", "PLAYER 3", and "PLAYER 4". At the bottom of the screen, there are four rows of small icons representing different bird species.</p>

Figure:	Description:	Image:
42	In-Game UI Concept	<p>The image depicts a 3D-style game arena. In the center, a white bird character is surrounded by a circular timer displaying "4:31". The arena floor is brown and scattered with wooden crates and barrels. Four large, semi-circular markers are positioned around the perimeter, each labeled with a player number: "PLAYER 1" (blue), "PLAYER 2" (red), "PLAYER 3" (purple), and "PLAYER 4" (green). The background features a colorful, cartoonish landscape with various objects like a blue barrel, a red chest, and a yellow barrel.</p>

Figure:	Description:	Image:
43	Pause Screen Concept	

Figure:	Description:	Image:
44	Game Done Screen Concept	

Figure:	Description:	Image:
45	Controller Layout Diagram	<p>The diagram illustrates a game controller layout for the game 'Clash for Crust'. The layout is divided into functional areas: 'MOVE' on the left, 'FIRE POWERUPS' at the top, and 'AIM POWERUPS' at the bottom. The 'MOVE' area includes the D-pad and the left stick. The 'FIRE POWERUPS' area is located at the top right, featuring four colored buttons (yellow, blue, red, green) labeled 'SEAGULL SQUAWK', 'SEAGULL SHOT', 'SEAGULL SPIN', and 'SEAGULL SMASH' respectively. The 'AIM POWERUPS' area is at the bottom right, featuring two buttons labeled '0' above them. The central area contains the Xbox button and the right stick.</p>