Task 2

The target device

The target device: PC

Screen resolution is 1920x1080

The control methods and game mechanics

The controls methods to play the game is that to move your bow is by using the mouse and to shoot is by clicking the left click.

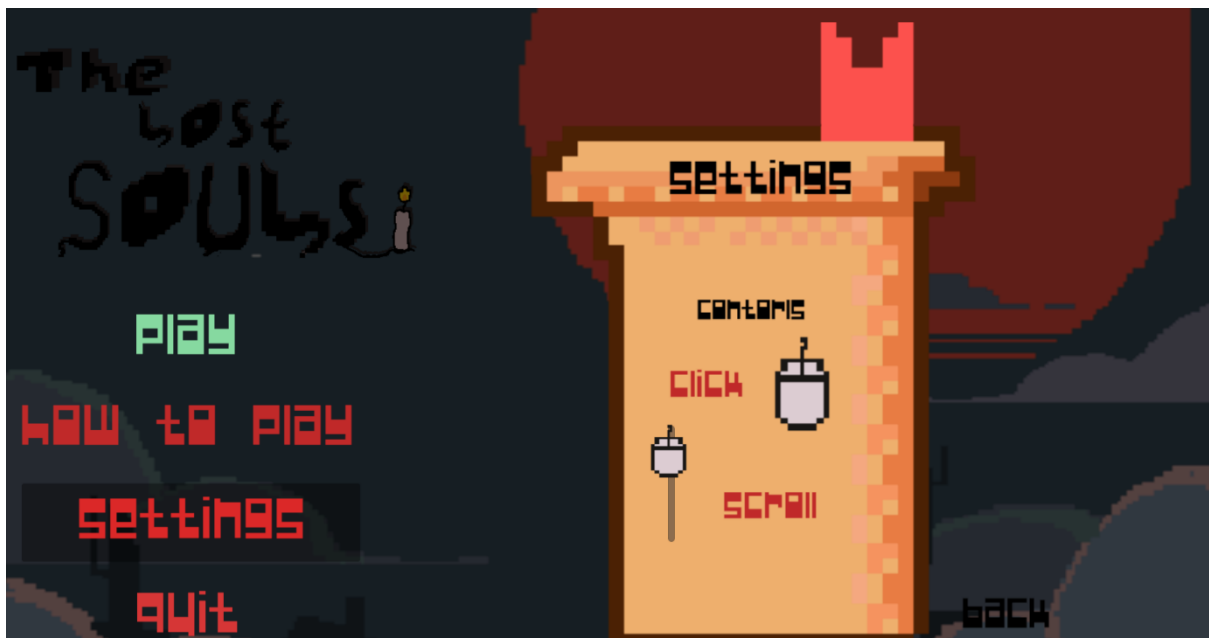**Game mechanics are shooting.**

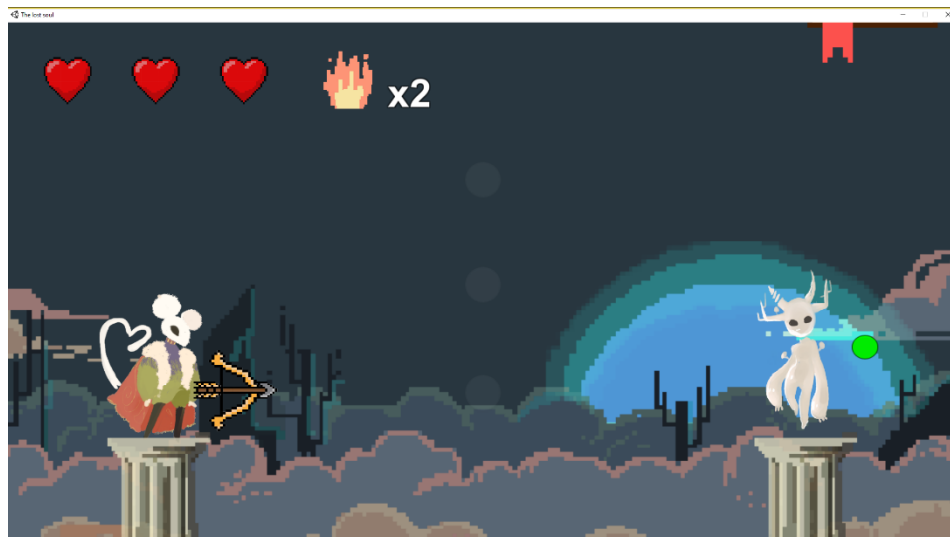# Game screens

Figure 2:Main menu
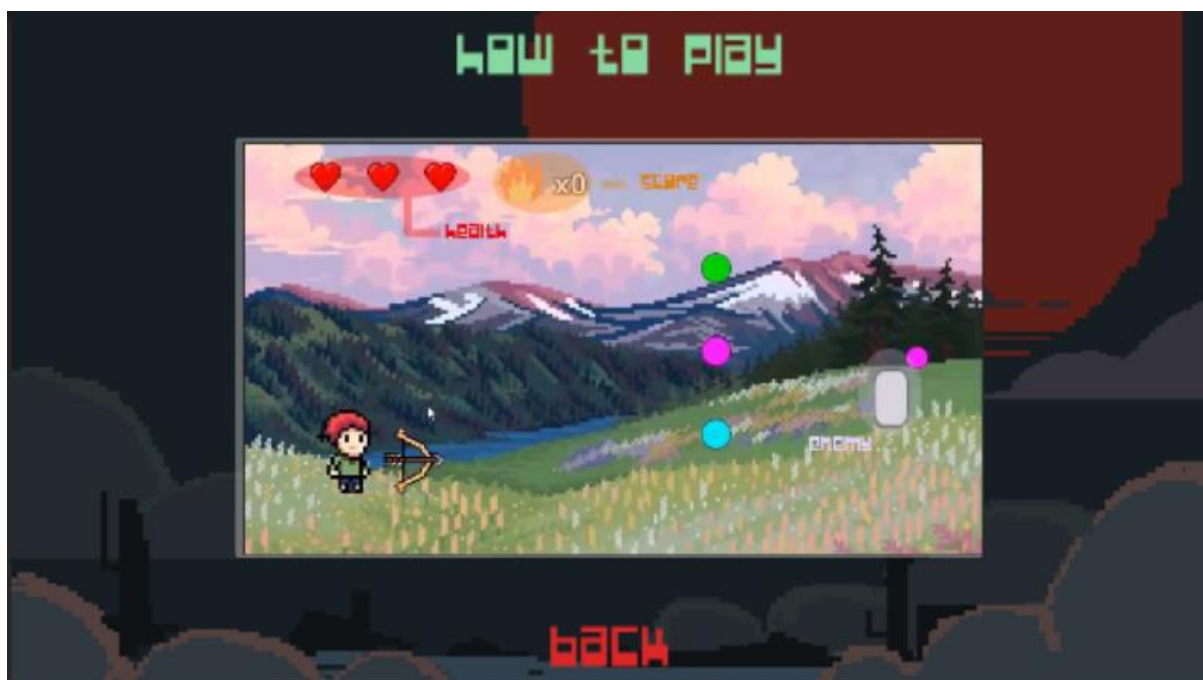

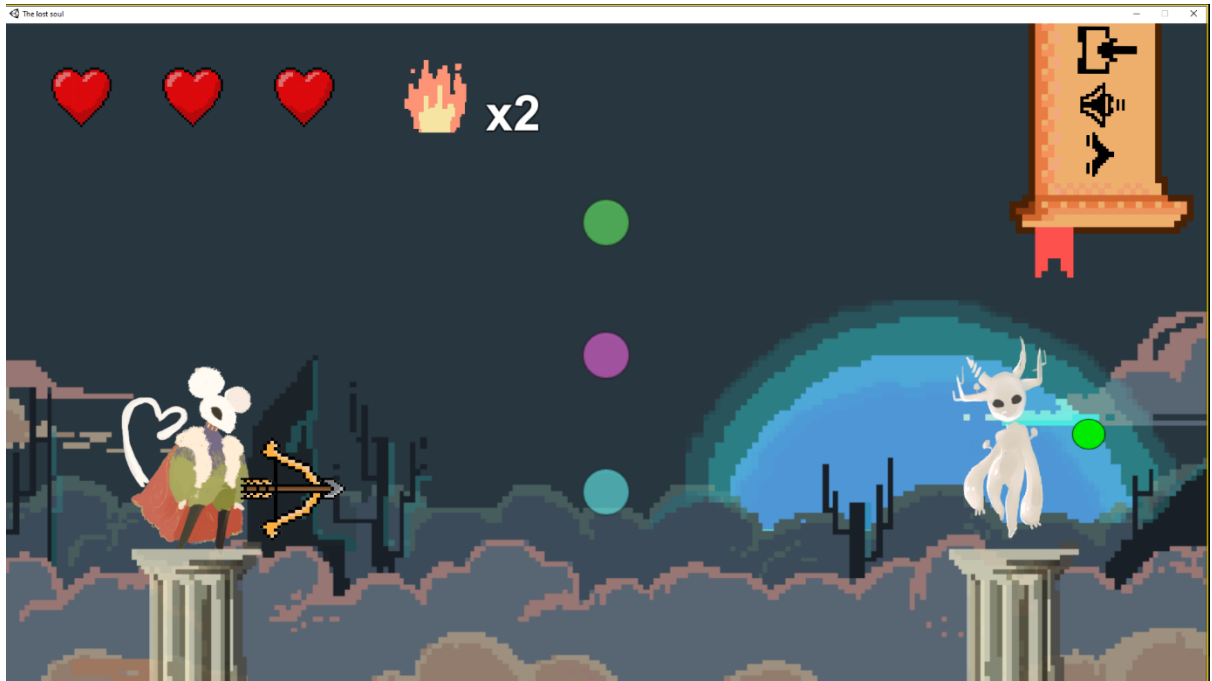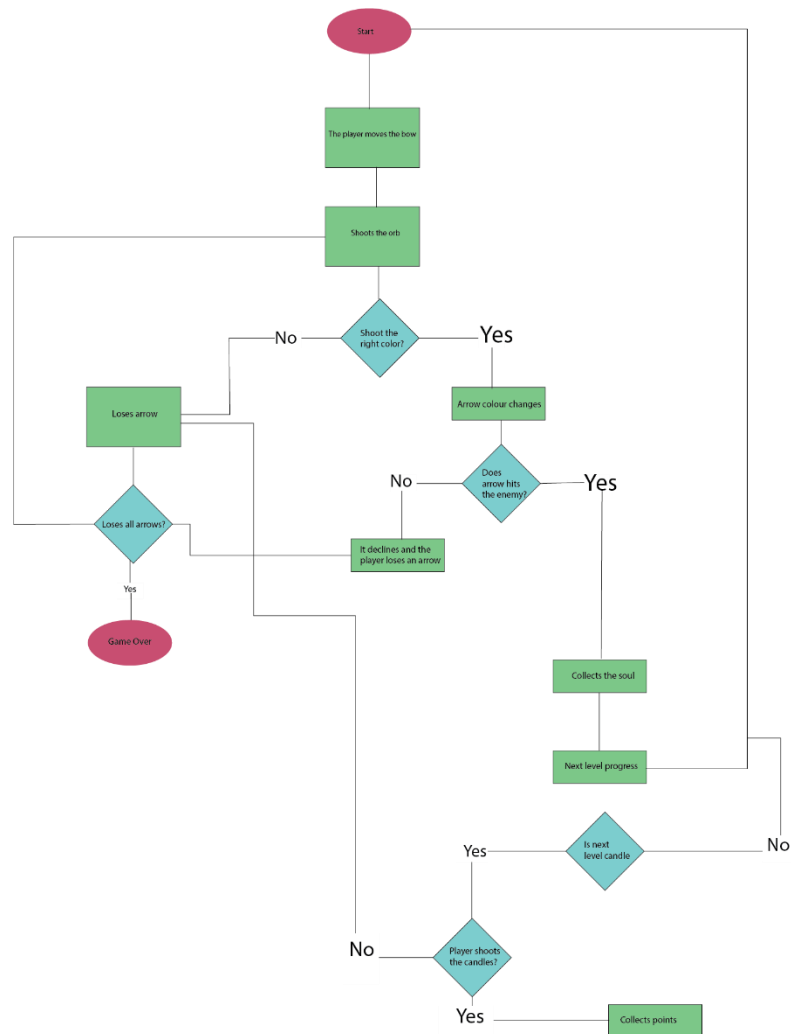*Figure 1:Settings*

Figure 3:Gameplay

Figure 4:How to play

Figure 6:Pause Menu

Figure 5:Lose menu

Gameplay flowchart

Start

The player moves the bow

Shoots the orb

Shoot the right color?

No   Yes

Loses arrow

Arrow colour changes

Does arrow hits the enemy?

No   Yes

Loses all arrows?

It declines and the player loses an arrow

Yes

Game Over

Collects the soul

Next level progress

Is next level candle

Yes   No

No

Player shoots the candles?

Yes

Collects points

Art Assets

Figure 7:Arrows

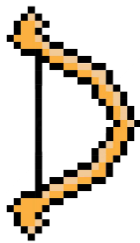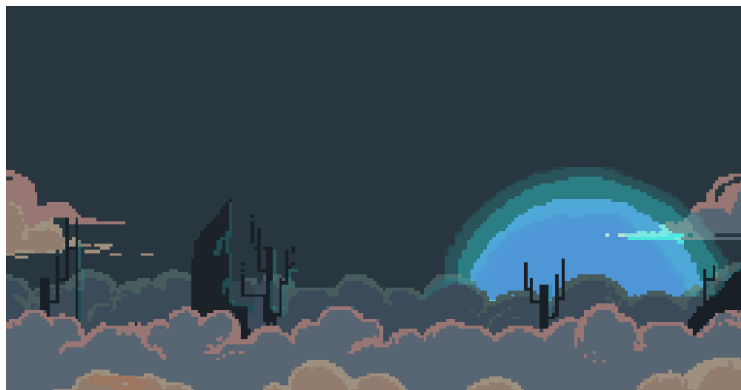*Figure 8:The collected souls*

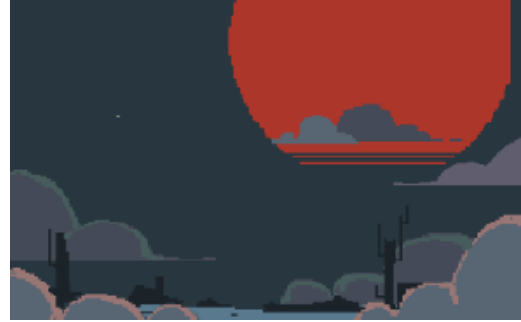*Figure 9:Bow*

Figure 10:Background

Figure 11:The main menu background

Figure 12:How to shoot screenshot(old)

Figure 13:Mouse (clicked)

Figure 14:Mouse (not clicked)

Game Objective

The objective of the game is you must shoot the correct colour that the lost soul needs.

User interface outline
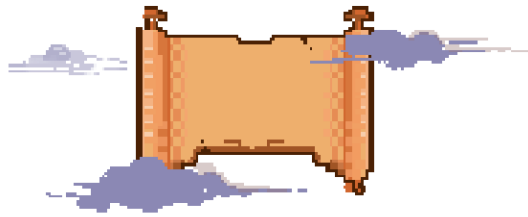

Figure 16:The logo of the game

Figure 15:You lose tab

Figure 20:Play button
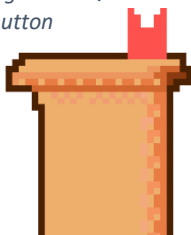
Figure 17:Pause menu

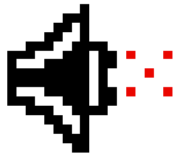

Figure 19:Quit button

Figure 18:Settings in game

Figure 21:Sound off

Figure 22:Sound on

Assets:

Figure 23:Heart full   Figure 24:Heart Empty

Characters: